

Nintendo®

OFFICIAL MAGAZINE

Nintendo
GAMING 24/7.

THE UK'S BIGGEST AND BEST SELLING NINTENDO MAGAZINE

3.50

We've played it first,
now read it first...

WRESTLEMANIA XIX

WORLD'S
FIRST SHOTS
AND INFO



ZELDA OVERLOAD

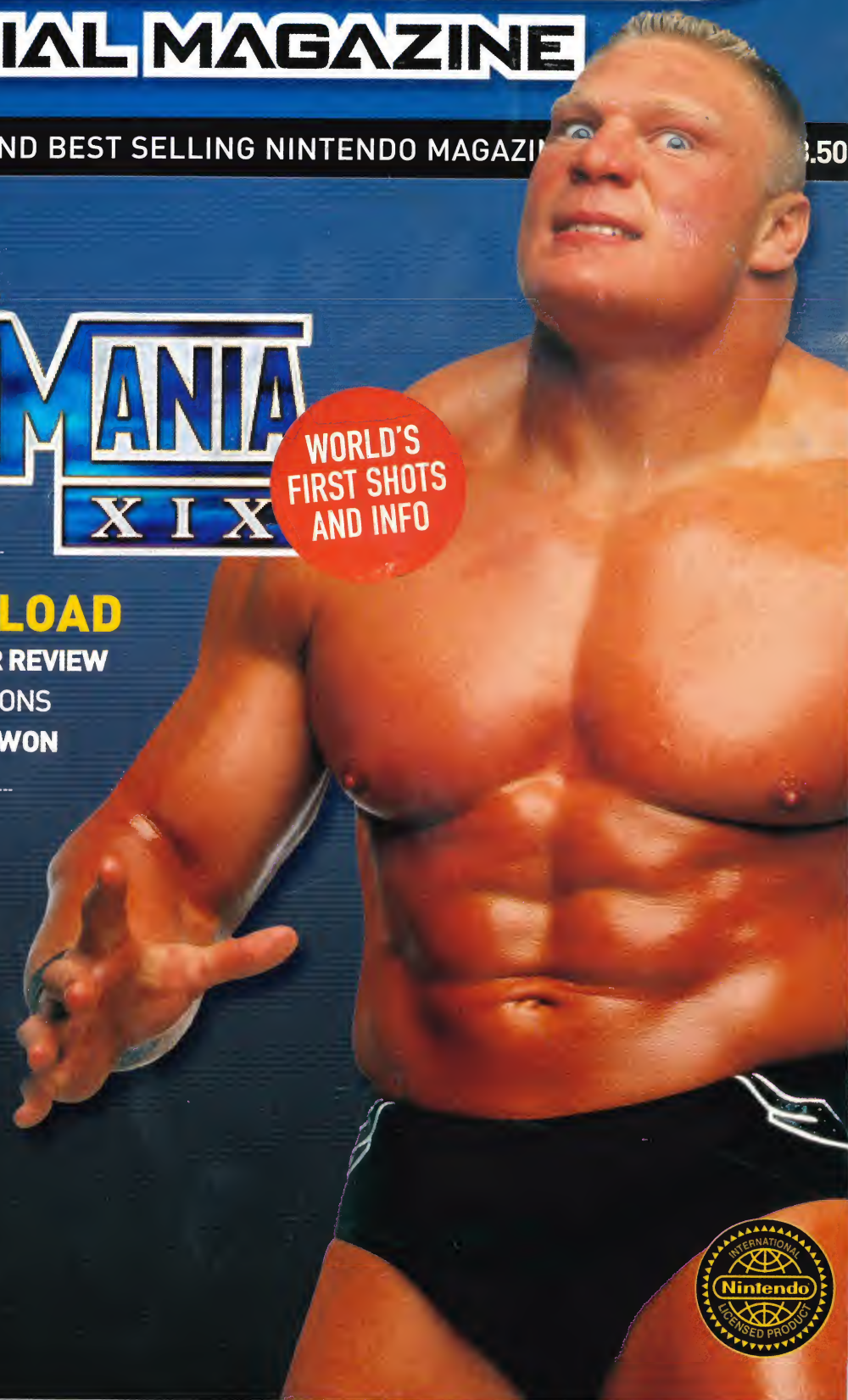
- >> FIRST WIND WAKER REVIEW
- >> 10 GREATEST WEAPONS
- >> ZELDA PRIZES TO BE WON



ISSUE 128
MAY 2003
£3.50

F-ZERO

BLINDING NEW GAMECUBE PICS



FIRST EVER UK REVIEWS OF >> IKARUGA >> VEXX >> KIRBY >> PHANTASY STAR GBA PLUS MORE!



 IN CINEMAS
MAY 1ST

www.wolverinesrevenge.co.uk
game info • competitions • downloads

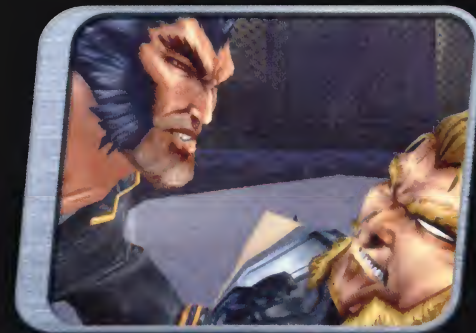
PREPARE TO MEET YOUR MAKERS.



Confront your past at the Weapon X facility, using your claws, combo attacks and accelerated healing powers in action and stealth scenarios.



Enter the Realm of Senses, using your heightened mutant senses to see scent particles and detect heat when tracking enemies.

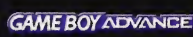


Face off with Sabretooth,™ Wendigo,™ Juggernaut™ and Magneto,™ while Professor X™ and Beast™ help you search for an antidote to save your life.

X-MEN™2 WOLVERINE'S™ REVENGE



PlayStation 2



Screenshots taken from PlayStation 2 computer entertainment system gameplay.

X2 Motion Picture Elements: © 2003 20th Century Fox Film Corporation. All rights reserved. MARVEL, X-MEN, Wolverine and all Marvel characters and the distinctive likenesses thereof are trademarks of Marvel Characters, Inc., and are used with permission. Copyright © 2003. All rights reserved. www.marvel.com. Game code © 2003 Activision, Inc. and its affiliates. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark of Activision, Inc. and its affiliates. All rights reserved. "PlayStation" and "PlayStation" logo are registered trademarks of Sony Computer Entertainment Inc. TM and ® are trademarks of Nintendo. © 2003 Nintendo. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. All other trademarks and trade names are the properties of their respective owners.

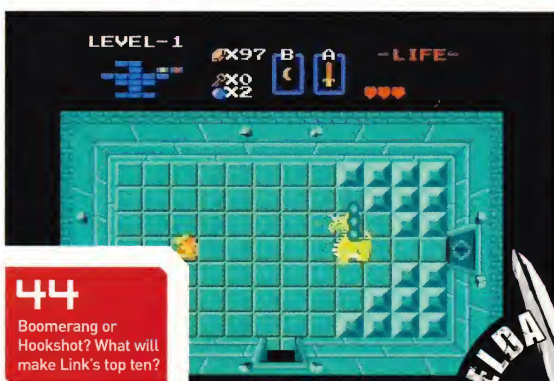
activision.com

contents



22

The boys are back in town for *Wrestlemania XIX*

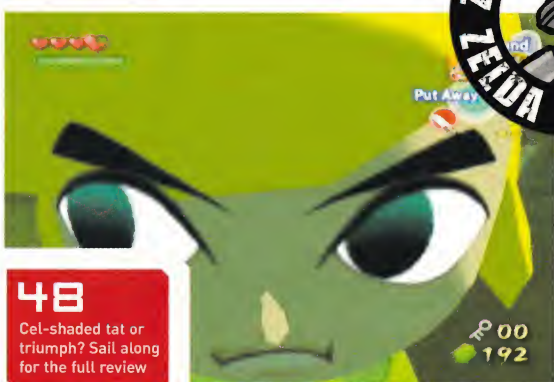


44

Boomerang or Hookshot? What will make Link's top ten?

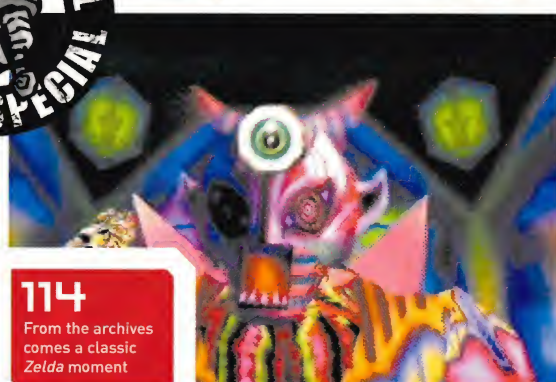
86

Sign up to Club NOM – you might win Zelda gear!



48

Cel-shaded tat or triumph? Sail along for the full review



114

From the archives comes a classic Zelda moment



Issue 128/
May 2003



80

Letters

Have your words of wisdom won you a whopping £50 to spend down at HMV? Let's hope...

84

High Scores

Tricky tests and chilling challenges await you in the latest round of High Scores.

92

Q&A UK

From all four corners of the UK they came with their questions and were instantly answered.

20

F-Zero GC

Prepare to suffer crippling G-forces and sickening crashes as we give you all the latest news on Nintendo's future racer.



110

NOM Subscriptions

Don't bother going to the shops, stay indoors, save money and wait for your NOM to drop through the letter box. Easy does it...



103

TNT Buyer's Guide

Got some money burning a hole? Then check out the games you need with our fully revised TNT section.



ALSO REVIEWED

56 Conflict Desert Storm

There's a war on, you know and it's happening slap bang in your front room on GameCube (much safer).

58 Vexx

Gramps is dead, only you can get revenge. Now go get that evil Dark Yabu...

63 Outlaw Golf

Fiesty females are out in force in this crazy mix of brawls and balls.

64 Ikaruga

You'll need the reflexes of a ninja to blow up every sucker in this relentless blaster.

68 Kirby Nightmare in Dreamland

The pink marshmallow enjoys a comeback.

PLANET NINTENDO

9 GameCube Platinum

Nintendo sales go right through the roof.

10 Splinter Cell

You want exclusive screens? We've got 'em...

16 Final Fantasy

More *Crystal* capers with fresh shots and news.

TIPS & GUIDES

94 Lord of the Rings

Slay every boss and save Helm's Deep with our guide.

98 Mortal Kombat: DA

Become a master in minutes with every Fatality and combo detailed for you.

win all this cool stuff

Blagging time is here again. If you want to be in with a chance of bagging some booty just phone 0905 053 110, then add the number of the competition at the end. So if you're entering the Kirby competition, dial 0905

053 1104. Answer the question, leave your name, address and telephone number and we'll call you on 15 May if you've won. Don't forget to ask permission from whoever pays the bill before calling.



82

WIN MORE ZELDA!

Nintendo Official Magazine,
Bushfield House, Orton Centre,
Peterborough, Cambridgeshire
PE2 5UW

SEND US THINGS

Letters, *NOM*, Emap Active, Bushfield House, Orton Centre, Peterborough, Cambridgeshire, PE2 5UW

TEXT US

Text us: Start your message with NINTENDO and send it to 84070. Each message costs 25p to send

E-MAIL LETTERS

Nintendoletters@emap.com

E-MAIL TIPS

Nintendotips@emap.com

CAN'T FIND US?

If you can't find *NOM* in the shops call Customer Services on: 0845 601 1356

WHO DOES WHAT

EditorTim Street
Deputy Editor.....Dean Scott
Production Editor.....Kingsley Singleton
Staff WriterDominic Wint
Staff WriterMichael Jackson
Art EditorMark Sommer
Deputy Art EditorDan Payne

Many thanks to: young Bethany Scott; old Rich Marsh; the Canteen Ladies; naughty Neena Patel; Darren 'nom de plume' Fox; Shaun 'Irons' White; Benjamin LeRougetellington; sah-weet Lisa Artemis; Lloyd 'gooner' Major; Johnboy Tyrrell; cute Claire Stocks-Wilson; and Lee 'no relation' Singleton.

Printed by: St. Ives, Andover

PublisherGil Garagnon
Advertising DirectorJulie Dupree
Tel: 01778 561761
E-mail: julie@dupreecreative.com
Marketing Manager.....Stuart Bell
Tel: 01733 288090
Promotions Executive.....Kate Chapman
Tel: 01733 465661
Editorial Enquiries.....Tel: 01733 237111
Ad ProductionTel: 01733 288063

WANT TO SUBSCRIBE?

All *NOM* subscriptions include postage and packing. A one-year UK subscription is currently £42; Europe £43.65; World £68.65. To order, telephone: 0845 601 1356. Back issues cost £3.95 UK; £4.95 Europe and World. To order, telephone: 0845 121 4000

LEGAL STUFF

Nintendo Co., Ltd. is the owner of certain copyright which subsists and trade marks and other intellectual property rights in certain content, characters, artwork, logos, scripts and representations used in this publication. All rights are expressly recognised and they are used by Emap Active Ltd. under licence. © 2003 Nintendo Co., Ltd. All rights reserved.

Nintendo Official Magazine is © Emap Active. Duplication, transmission in any form or use of text or images without obtaining our express permission in writing beforehand will result in legal action.

Everything we write is based on our own opinions. Information we use comes from the companies, or is correct to our knowledge. News, previews and release dates are based on the information we found to be true at the time of going to press.



emap active

Meet the team

MEET THE PEOPLE WHO MAKE *NOM* LOOK SO GREAT EVERY SINGLE MONTH OF THE YEAR...



We know you love Nintendo's galaxy of stars – we can't get enough of them either – and this month there's a particularly good reason that you should celebrate owning a GameCube – Link's back in action.

You may have hated the cel-shading when you first saw it; you may have admired Nintendo's bold attempts to innovate a much-loved series.

Whatever your feelings, we've been playing it like men possessed and it's one of the best adventures we've ever seen. It's as though you are the star of a cartoon, taking centre stage solving inspired puzzles, exploring fantastical worlds and killing the biggest bosses ever put to screen.

Simply put, *The Wind Waker* is one of the reasons why you bought a GameCube – to enjoy the kind of spectacular titles starring characters only Nintendo can dream up. Link, Mario, Samus, Fox – no one can dispute their popularity and that's why GameCube rules. 'Ave it! And enjoy the mag!

Tim Street

Tim Street, Editor



(c) 2003 World Wrestling Entertainment, Inc. All Rights reserved.

DEAN SCOTT,
DEPUTY EDITOR



The coolest thing I've seen in games this month is...

■ Link in *Soul Calibur II*. I was sure it was just going to be a token, tacked on thing to keep the Nintendo hardcore happy. I was SO wrong. Namco has seamlessly integrated the elf and even managed to make him hard as nails.

KINGSLEY SINGLETON,
PRODUCTION EDITOR



The coolest thing I've seen in games this month is...

■ The sumptuous free-kicks on *Winning Eleven*, because after hours of practice and hundreds of woodwork-rattling strikes Tim was on the receiving end of a 25-yard Bergkamp pearler. Eat that, Editorio.

DOMINIC WINT,
STAFF WRITER



The coolest thing I've seen in games this month is...

■ Having played a Japanese copy of *Zelda*, I knew it was good but the English version made my eyes pop out on stalks. This is one of the greatest games ever. Coolest moment? That would be telling.

MICHAEL JACKSON,
STAFF WRITER



The coolest thing I've seen in games this month is...

■ The nose picking on *WarioWare, Inc. Mega Microgame\$*. Who else has the gaming genius that allows you to prod for boogies in a mini-game and then gives you just three seconds to do it? Nintendo – that's who, baby.

MARK SOMMER,
ART EDITOR



The coolest thing I've seen in games this month is...

■ Battleships in *The Wind Waker*. You all know I love Risk but you can't go wrong with this hilarious game tucked away in *Zelda*. Blummin' impossible to be perfect, but the commentary's superb.

DAN PAYNE,
DEPUTY ART EDITOR



The coolest thing I've seen in games this month is...

■ Link's face in the wind. There are some priceless facial expressions in *The Wind Waker*, but this is the best. With his chops all screwed up just like Popeye, Link looks like Winky in our Top 100 mag.



the
coolest way
to get rid of dandruff



get a great cool sensation and get rid of 100% of flakes*
get your free travel size bottle at www.headandshoulders.co.uk
see website for details. offer ends 31.07.03, while stocks last.

refresh with natural menthol
*with regular use





Nintendo

PLANET NINTENDO

ALL THE LATEST AND BEST NINTENDO NEWS



GAMECUBE GOES PLATINUM

HARDWARE AND GAMES SALES ROCKET, AND WE GET A SHINY NEW 'CUBE.



PLATINUM GAMECUBE ● GAMECUBE ● OUT 3 MAY

March was a massive month for Nintendo: GameCube sales topped those of PlayStation 2 for the first time; *Metroid Prime* rocketed in at the top of the all-formats games chart; the Game Boy Advance SP launched to stock shortages everywhere; and pre-orders of *The Wind Waker* mimicked the record-breaking sales in the USA. So what does Nintendo do to celebrate? Wheels out a classy new platinum machine that looks fantastic, that's what.

The limited-edition platinum machine forms part of a new *Legend of Zelda* pack that hits stores on 3 May. It's a seriously sexy looking piece of hardware, so you might want to think of who's deserving enough to receive your current machine as a gift – then you've got an excuse to go out and get one.

The week *Metroid Prime* came out, 14,000 GameCubes flew off shop shelves – a massive 60% increase on the week before. Argos slashed their GameCube price to under £80 and sold out almost immediately. Dixons also cut prices, creating a sales bonanza. And with a bit of clever bartering, you could get the same deals at any store with a price-matching policy.

GameCube software was also in hot demand, with the release of *Prime* triggering week-on-week increases throughout March, peaking at 69,702 and dwarfing the Xbox total of 42,873.

"This shows there is still a huge demand for GameCube," says Shelly Friend, Nintendo's head of European PR. "We're really looking forward to the launch of *The Wind Waker* in the UK."

The SP launch was also a stunning success: 400,000 machines were shipped into shops for 28 March and many stores reported demand well beyond their stock levels.



CASH BACK SURPRISE!

If you were one of the thousands of people who took delivery of a shiny new Game Boy Advance SP on 28 March, you probably got more than you bargained for – as a special offer, Nintendo slipped a voucher for £30 off a GameCube into the first 400,000 units.

The voucher is redeemable through Nintendo, so it doesn't matter where you got the machine from. And if you were lucky enough to bag a GameCube for £80, Nintendo will still send you a cheque for £30 when you apply with the voucher. That brings the price of the machine down to a staggering £50! Just a tenner more than most games cost! So, if for some reason you haven't already got a GameCube, the time is right to buy.



VIEWTIFUL JOE ● GAMECUBE ● OUT SEPTEMBER



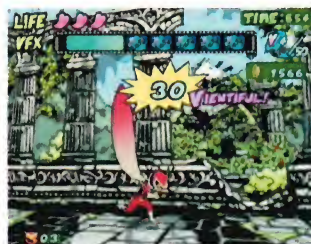
☐ Keep your eyes off the spandex-clad crotch area. Ugh! Dirty! Bad eyes! Ugh!

NO ORDINARY JOE

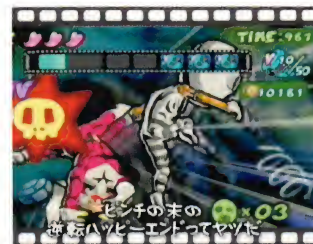
NEW VIEWTIFUL JOE SHOTS. TOO COOL!

☐ We always fancied ourselves as action heroes, but we didn't think it'd be this cool. *Viewtiful Joe* is one of the most original and addictive games we've played in ages – see the new screens!

You're action hero Joe and you're making a film. You also have the ability to slow time as a special effect, so you can crack heads in a super-stylish manner. If the Special meter drains completely, you're back to being average Joe and getting pummelled. As long as you're Viewtiful, you are a legend. Full preview next issue.



☐ The control on Joe is superbly well done – you will be in total command



☐ The special effects sequences are ace – it's like living out *The Matrix*



☐ Riding on top of a bus as it zooms towards space. Don't try it at home, kids

TOM CLANCY'S SPLINTER CELL • GAMECUBE • OUT JUNE

SAM FISHER BREAKS COVER

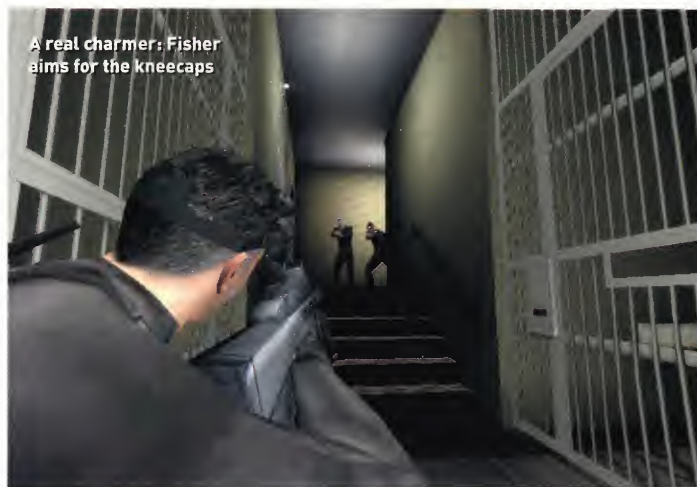
THE LATEST *SPLINTER CELL* SCREENS HAVE SNUCK INTO *NOM*'S POSSESSION.

As our *NOM* poll shows this month, you lot are gagging for a bit of *Metal Gear Solid* on GameCube. The Konami stealth series is masterful, but many think Ubi Soft's killer *Splinter Cell* is the real stealth champion. And as this batch of shots show, Sam Fisher is looking sharp on GameCube.

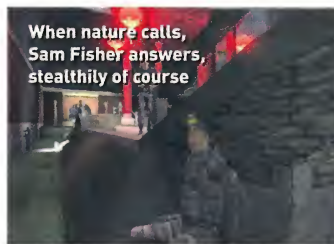
Splinter Cell is a proper stealth game: there's no radar, you have to pick enemies out with your own eyes. A genius lighting system means you can shoot out the lights and hunt

with night-vision goggles in the blackness, but be careful as your shadow might give you away. Lead character, Sam Fisher, has some wicked moves like the Van Damme-style splits kick in an alleyway.

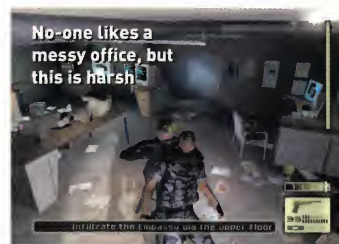
The real bonus for the GameCube version is the innovative GBA link-up play. Not only can you use it to have a map of the level constantly on screen, you can also remotely access gun turrets, fire off sticky bombs and unlock features in the main game. Next month, we're going in.



A real charmer: Fisher aims for the kneecaps



When nature calls, Sam Fisher answers, stealthily of course



No-one likes a messy office, but this is harsh



□ 'Put your foot down, put your foot down, you'll lose them easy' – it's just not going to sound the same coming out of Mark Wahlberg's gob, is it?

THE ITALIAN JOB • GAMECUBE • OUT SUMMER

JOB'S A GOOD 'UN



□ When Hollywood remakes a classic movie, we're usually too young to remember the original, but we're pretty sure that *The Italian Job* wasn't supposed to be set in Los Angeles – Italy, maybe. Anyway, it's still full of speeding minis, so the game could be a class act, even if the film bombs.

Racing games expert, Climax, is handling the GameCube version and we'll be hoping the game actually comes out this time: Climax's *Rally Fusion* was all ready to go before Activision pulled the plug, but it looked fantastic. *The Italian Job* is out this summer.

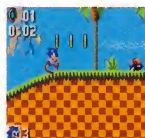


SONIC ADVENTURE DX • GAMECUBE • OUT JUNE

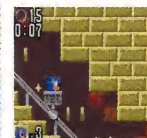
BUY ONE, GET 12 FREE

□ There's a pleasant surprise on the way for *Sonic* junkies. Sega is once again pillaging its back catalogue to make the forthcoming *Sonic Adventure DX* an even tastier proposition – how does 12 free Game Gear games sound?

The Game Gear was Sega's colour handheld console, launched against the original Game Boy and didn't really stand a chance. Here's a peak at the 12 games you could be enjoying...



SONIC THE HEDGEHOG



SONIC THE HEDGEHOG 2



SONIC & TAILS



SONIC & TAILS 2



SONIC LABYRINTH



SONIC DRIFT



SONIC DRIFT 2



G-SONIC



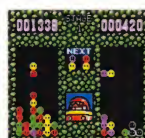
TAILS' SKY PATROL



TAILS' ADVENTURE



SONIC SPINBALL



DR. ROBOTNIK'S MEAN BEAN MACHINE

FORGOTTEN REALMS

Baldur's Gate™

DARK ALLIANCE™

Live the Fantasy...

"Baldur's Gate: Dark Alliance looks like an absolute must-have game..."

- GameSpy.com

www.interplay.com/bgda



Explosive spell effects



Hordes of D&D® creatures



developed by
snowblind studios



PlayStation 2



Baldur's Gate: Dark Alliance ©2003 Interplay Entertainment Corp. All rights reserved. Baldur's Gate, Dark Alliance, Forgotten Realms, the Forgotten Realms logo, D&D, the Dungeons & Dragons logo, and the Wizards of the Coasts logo are trademarks owned by Wizards of the Coast Inc., a subsidiary of Hasbro, Inc., and are used by Interplay under license from Infogrames Interactive, Inc. Black Isle Studios, the Black Isle Studios logo and the Interplay logo are trademarks of Interplay Entertainment Corp. Snowblind Studios and the Snowblind Studios logo are trademarks of Snowblind Studios. High Voltage Software and the High Voltage Software logo are trademarks of High Voltage Software, Inc. All other trademarks are property of their respective owners. Microsoft, Xbox, and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries. "PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.™, © AND THE NINTENDO GAMECUBE LOGO ARE TRADEMARKS OF NINTENDO. © 2002 NINTENDO. Screenshots shown are from Xbox version.

COMING UP

As this issue hit the presses, we were expecting these new titles...

April



- A Goddess Reborn 11/04
- X-Men 2: Wolverine's Revenge 17/04
- Conflict Desert Storm 18/04
- Baldur's Gate 25/04



- Lego Drome Racers 11/04
- X-Men 2: Wolverine's Revenge 17/04
- Sega Rally Championship 25/04
- Wing Commander 25/04

May



- WWE Crush Hour 02/05
- Zelda: The Wind Waker 03/05
- Enter the Matrix 16/05
- Burnout 2 16/05



- GT Advance 3 09/05
- Revenge of Shinobi 23/05
- WarioWare, Inc. 25/05
- Beach Soccer 30/05

June



- Tom Clancy's Splinter Cell 05/06
- Big Mutha Truckers 03/06
- The Hulk 13/06
- Sonic Adventure DX 20/06



- Tom Clancy's Splinter Cell 06/06
- Donkey Kong 13/06
- Hamtaro: Ham-Ham Heartbreak 27/06
- Magical Quest 2 27/06

GOLDEN SUN: THE LOST AGE • GAME BOY ADVANCE • OUT TBC

THE LOST AGE

YOU'VE BEEN KEPT IN SUSPENSE FOR LONG ENOUGH, THE WAITING IS COMING TO A CLOSE.

The original *Golden Sun* swept through the lives of Nintendo gamers like a whirlwind, quenching their adventuring thirsts, but leaving behind a whole bunch of messy questions.

The Lost Age is coming soon to answer those questions, continuing the saga with the great mix of magic, swordplay and adventuring as you continue your quest to restore the power of Alchemy to the land.

You can choose to continue the adventure you completed in *Golden Sun* or start from scratch with an entirely new character. Up to eight heroes can now be involved in battle and new magical abilities have been included that allow you to fight harder or solve the many puzzles you'll encounter on your journey. Throw in a GBA Link Cable and you can test your combat skills against your mates. We'll have more info on this epic adventure soon.



Red Demon 1 takes 95 damage.
Jenna casts Fume!

☐ Some call it 'casting Fume' some call it 'letting rip'. Either way, the results can be very destructive



I'm sure there's even more out there waiting for us to find it!

☐ Wise words, blonde girl, but we reckon you're just trying to send us out on a quest so that you can stay behind and eat our lunch

GBA SP LAUNCH PARTY

Magic Pockets

☐ To celebrate the launch of the GBA SP, Nintendo decided to pay homage to the power of the humble pocket with a C-list celebrity-studded party in London.

Guests were able to take a trip through the pocket's history, tracing its origins back through the ages and seeing how the humble trouser pouch has evolved over time.

The exhibition also demonstrated how the pocket has been represented in film, music and literature, and it exposed the contents of some famous pockets including Abraham Lincoln and Kurt Cobain. And of

course there was a look at the development of pocket-sized technology and how even the most powerful electronics can now sit comfortably in your jeans.



☐ The GBA SP - clearly provides instant sex appeal...



SHARE THE MONKEY DREAM JOIN THE MONKEY PARTY!

THEY SAY HE'S COMING...CHIMP CHAMPION OF THE MASSES, PRIMATE OF THE PEOPLE! MONKEY MAYHEM IS BACK AND BIGGER THAN EVER. FASTER, WILDER, WITH 13 GAMES IN ONE, 6 NEW MULTIPLAYER GAMES INCLUDING MONKEY BOAT RACES, MONKEY DOG FIGHTS, MONKEY TENNIS, BASEBALL AND FOOTBALL. YOU AND YOUR MATES CAN UNITE AND BECOME FIERCE MONKEY RIVALS, BATTLING FOR PRIMATE SUPREMACY IN AIAI'S MADDEST ADVENTURE YET. SO TAKE TO THE STREETS, MARCH TO YOUR LOCAL STORE, SHOUT SUPER MONKEYBALL 2 FOREVER! AND DEMAND YOUR COPY NOW.

WWW.SUPER-MONKEY-BALL.COM



Mario Party 5

... WELL KIND OF. MARIO DONS HIS PARTY HAT ONCE AGAIN FOR A COOL E-READER OUTING.

There's no new word from Nintendo on when these pocket money e-Cards will be launched in the UK, but here's something to whet your appetite – the *Mario Party-e* set.

Weighing in with a hefty 64-card pack and play mat, *Mario Party-e* is a four-player face-off to see who can collect all three parts of Mario's outfit and play a Superstar card.

But what improves the fun tenfold are nine Challenge e-Card mini-games starring all your favourites from Mario and Princess Peach to Luigi and Yoshi.

☐ You're never 'safe' with Wario around



☐ You know the drill by now, people...

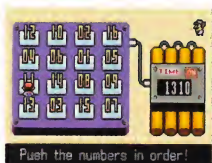


☐ Get the right fish or Peach will be pissed



☐ Your guess is as good as ours...

☐ Don't eat the Shy Guys – Yoshi's allergic



☐ Sounds easy, but try doing it drunk...



☐ Small man + big hammer = carnage



Grab the hammers and dodge the coins... or something

Q&A

Shigeru Miyamoto, Director & General Manager Entertainment Analysis & Development Division



Q: Can you give us an update on the progress of *Mario Kart* for GameCube?

A: We want to show it at E3. We don't have any problems with the development of *Mario Kart*, but we had to focus on the making of *The Wind*

Waker. So many designers were involved in this, meaning we could not share resources for *Mario Kart*, but that's not a problem anymore.

Q: Do you imagine the key Nintendo franchises like *Mario* and *Zelda* will continue forever?

A: Nintendo has so many important game franchises – more than anybody else. Most of the teams are occupied with the creation of sequels and that situation is troublesome. Retro has worked on the *Metroid* franchise and Nintendo is working with Sega on *F-Zero* and with Namco on *Star Fox*. In that sense, more third-party people may be involved in keeping the franchises going.

Q: What inspires you artistically?

A: I like playing musical instruments, so I talk with musicians and also I kind of like gardening, so I have relationships with professional and expert gardeners. You may not believe it, but I have relationships with dog trainers and I have serious conversations about what 'dog' means!

FIRST SIGHT

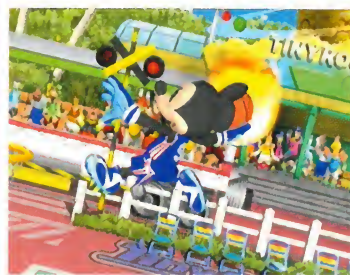
Here's your first peek at some of the games that'll be making waves later in the year...

DISNEY SPORTS BASKETBALL

FORMAT: GAMECUBE

OUT: 16 May

Mickey looks too short to play b'ball, but he's having a go anyway.



WALLACE AND GROMIT: PROJECT ZOO

FORMAT: GAMECUBE

OUT: October

The brains behind this coded the legendary space shooter, *Elite*!



MEDABOT

GAMECUBE

OUT: TBC

This is a robot RPG just unveiled in Japan by the makers of *Harvest Moon*, Natsume. No confirmed release date for the UK as yet.



FIRE FIGHT IN
SCUD ALLEY...

NO.1
SELLING
GAME

DESERT STORM™



STATE NEWS

■ The Disney invasion is continuing. Activision has announced *Disney Extreme Skate Adventure*, which puts the likes of Buzz Lightyear and Tarzan on boards using the *Tony Hawk's 4* engine.

■ Electronic Arts is moving quickly on the next *Lord of the Rings* game, *The Return of the King*. The good news is a GameCube version is in the works at US developer, Hypnos Entertainment. Playable code is expected at E3.

■ *The Legend of Zelda: The Wind Waker* has now shipped in America and the final tally on pre-orders was staggering. Over 600,000 reserved Link's latest, more than any other game. Ever.



JAPAN NEWS

■ A leaked release list from Sega Japan spells good news for GameCube owners. Allegedly on the slate for later in the year are *Sonic Hero*, *Phantasy Star Online Card Battle*, *Puyo Pop* and the brilliantly named *Giant Egg*.

■ Nintendo is stalling on online play, but has reportedly told developers how to incorporate LAN link-up play with multiple GameCubes. Two words: Mario, Kart.



■ *Mario 128* is a lot further advanced than we thought. Miyamoto-san has stated that the game has been in development since before work on *Super Mario Sunshine* even started. Nintendo is aiming for an end-of-year release in Japan.

■ Another pearl of info from the mouth of Miyamoto: Shiggy told the French official Nintendo magazine that legendary *Metal Gear*-creator Hideo Kojima has a second GameCube-exclusive title in the works. No further details, but the release is thought to be a long way off.

FINAL FANTASY: CRYSTAL CHRONICLES ● GAMECUBE ● OUT TBC

FANTASY BECOMES REALITY

ANTICIPATION REACHES BOILING POINT AS THE LATEST *FINAL FANTASY CRYSTAL CHRONICLES* SHOTS SURFACE.

With the Japanese release of *Final Fantasy: Crystal Chronicles* just three months off, expectation is starting to build. When the new game hits, it'll be the first *Final Fantasy* game on a Nintendo home console for nine years. Feast your eyes...

The PlayStation *Final Fantasy* games from VII onwards were based in a pseudo-realistic world and relied on long movie sequences. The GameCube version represents a fairly major stylistic rethink, with a less gritty fantasy setting. The multiplayer emphasis is also something of a first for the series.

And that's hardly surprising since the project lead, Akitoshi Kawazu, previously worked on the legendary multiplayer RPG *Secret of Mana* on the Super NES. Next issue we should have the full lowdown on the GBA link-up, which is promised to go beyond even what Nintendo achieved in *The Wind Waker*.

Crystal Chronicles is out in Japan on 18 July, with an English language version due sometime later in the year.



Could this be the big weird crystal thing of the title?

ADVANCE WARS 2 ● GAME BOY ADVANCE ● OUT TBC

THE MAGNIFICENT SEVEN

NEW CHARACTERS IN *ADVANCE WARS 2*! SHOOT TO KILL, PEOPLE!

News on *Advance Wars 2* is pretty difficult to pick up on the early-warning radar right now, but our intelligence troops have revealed seven new characters who'll be waging war when the sequel rolls into range.

Old favourites like Andy, Sami, Sonja, Sturm, Nell, Max, Kanbei, Eagle and Drake return, but we don't know which side the new recruits are on just yet. Still, if you want to have a guess, take a look below...

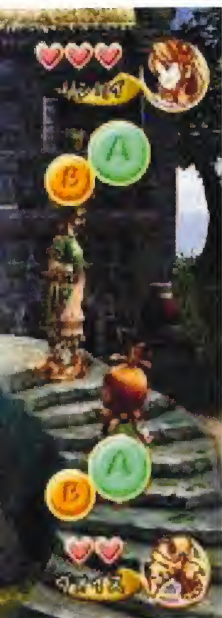




☐ Friend or foe? In *Final Fantasy* it could be either, but we're thinking... run like the wind



☐ Some relative of Dolly the Sheep, perhaps? Whatever, the *Final Fantasy* crew are taking it down



DONKEY KONG COUNTRY • GAME BOY ADVANCE • OUT TBC

MONKEY MAGIC!

DONKEY KONG COUNTRY ON GBA: FIRST DETAILS.

What you see right here is the official US packshot for *Donkey Kong Country*. They don't start making boxes for games until they're nearly ready to go, so you'll be playing this very soon.

We have discovered that as well as featuring the Super NES classic, Nintendo has added four mini-games, including a dancing game inspired by the monkey rapping at the start of *Donkey Kong 64*.



YOUR VOTE



Nintendo
OFFICIAL MAGAZINE

NOM POLL

Last month we asked you...

"ARE YOU LOOKING FORWARD TO SEEING METAL GEAR SOLID ON GAMECUBE?"



☒ YES! IT'S SO SOLID!

89% VOTES

'It's the most exhilarating game ever and every GameCube owner will want it.'

Ad Haynes

☐ NO! I'M BORED OF IT!

11% VOTES

'I think *Metal Gear Solid* has been on too many consoles and by the time it's released we'll be playing *Metroid Prime 5!*'

Joshua Dell

This month we ask you...

"WOULD YOU LIKE TO SEE MORE WRESTLING GAMES RELEASED ON GAMECUBE?"

IF YOUR ANSWER IS YES
SEND YOUR E-MAILS TO:
Nompoll-one@emap.com

IF YOUR ANSWER IS NO
SEND YOUR E-MAILS TO:
Nompoll-two@emap.com

Remember to include any relevant comments!

NEXT MONTH

COME AND MEET NOM

JUST DAYS TO GO UNTIL *THE WIND WAKER* AND YOU COULD BE THE VERY FIRST TO PLAY IT.

By now you'll probably have realised that *The Legend of Zelda: The Wind Waker* is one of the greatest games you'll ever set eyes on. So, with that firmly in mind



Police, camera, action! Nottingham fuzz are on the lookout for this purple beast

we decided it'd be wrong to let launch day pass without one big party – so we're going on the road and you could be there with us.

That's right, we're taking our lives in our hands, handing Mike Jackson the CubeCar keys and taking a spin up the A1 to park slap-bang outside GAME's Listergate, Nottingham store on Friday, 2 May – and you can turn up and have a blast on Link's latest epic for free.

The *NOM* team will be there showcasing the game from 9.45am until 1pm, so just come on down, get your greasy little mitts on *The Wind Waker* and meet the team who work so hard to make the UK's best-selling Nintendo magazine.

ZELDA SHOWCASE: WHAT'S OCCURRING

- Meet the *NOM* team and check out the world's coolest in-car gaming entertainment system
- Play the Nintendo Game of the Year on the day of its UK release
- Your chance to win a GameCube and a copy of *Zelda* in our prize draw, courtesy of GAME
- Other on-the-spot giveaways

All details correct at time of going to press. GAME and Nintendo Official Magazine reserve the right to amend any and all details in the event of circumstances beyond their control. The editor's decision is final.

GAMECUBE SALES CHART

Want to know what's been making the GAME cash registers go ka-ching this month? Find out below...

TITLE	PUBLISHER
1 Metroid Prime	Nintendo
2 Super Monkey Ball 2	Infogrames
3 Resident Evil Zero	Capcom
4 Sonic Mega Collection	Infogrames
5 LOTR: The Two Towers	EA
6 Phantasy Star Online Episode I&II	Sega
7 The Sims	EA
8 Super Mario Sunshine	Nintendo
9 Rayman 3	Ubi Soft
10 Tom Clancy's Ghost Recon	Ubi Soft

£5 OFF

ANY GAMECUBE GAME

Nintendo
OFFICIAL MAGAZINE

For more information on Nintendo products at GAME, point your browser at www.game.uk.com

- (1) Offer only valid on redemption of this voucher, which cannot be used in conjunction with any other offer or voucher.
- (2) Voucher is redeemable at any GAME store in the UK and Eire.
- (3) This voucher is not recoverable and not exchangeable for cash.
- (4) Only one voucher may be used per product.
- (5) This voucher cannot be redeemed against a pre-owned purchase.
- (6) This offer may be withdrawn at any time without prior notice.
- (7) Valid against any GameCube game priced over £29.99.
- (8) This voucher is redeemable against any GameCube software and accessories only.
- (9) The voucher is valid until 15 May 2003.

GAME
www.game.uk.com



5 0344 10 100796 >

'The best racer on Game Cube' 90%



BURNOUT™

POINT OF IMPACT



Out May 2003



Also available on PlayStation 2



www.acclaim.com



Burnout™ 2 Point of Impact © 1998-2003 Criterion Software Limited. All Rights Reserved. Burnout is a Trademark of Criterion Software Limited. Acclaim © & © 2003 Acclaim Entertainment. All Rights Reserved. Developed by Criterion Games. All Rights Reserved. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are under license from Microsoft. Nintendo™, Nintendo © and the Nintendo Gamecube logo are trademarks of Nintendo Co., Ltd. © 2003 Nintendo.

Hey, we know it's pretty, but
keep your eyes on the road



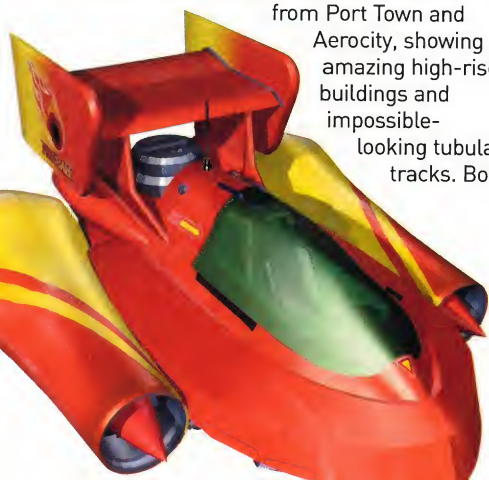
F-ZERO GC

RUNNERS AND RIDERS TAKE TO THE GRID
AS NINTENDO'S FUTURE RACER REVS UP.
YOU CAN ALMOST SMELL THE ROCKET FUEL.

Here are the latest screens from Nintendo and Amusement Vision's ultra-fast futuristic racer, *F-Zero GC* – it's still promising to deliver an in-your-face racing experience like no other.

You've marvelled at the sight of *F-Zero GC* craft spanking through a huge glass tube in Green Plant, now feast your eyes on the latest addition, the night stage at the Lightning course, with an enormous electrical storm taking place in the skies.

We've also uncovered some new vistas from Port Town and Aerocity, showing amazing high-rise buildings and impossible-looking tubular tracks. Bok!



□ Eat my afterburners, blue man. My future car's faster than yours and I live in a bigger space house. So nerr!



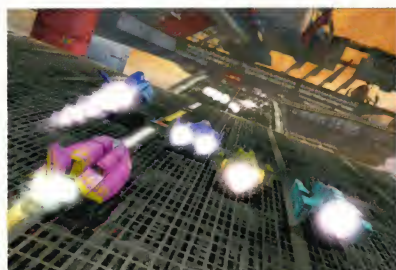
❑ Even with an open road, some dick will sit in your mirror. See the small BMW sign on the bonnet?



❑ We want a *Death Race 2000* expansion pack



❑ The car wash of the future – big and scary



❑ The *F-Zero* formation racing team rev it up



❑ Don't drop your keys here – they'll be gone



❑ It's like looking at *Bladerunner* crossed with F1 – and that has got to be good news, race fans

GENTLEMEN, START YOUR ENGINES

It wouldn't be *F-Zero* without a line up of ridiculous-looking and sounding racers. So, here's a quick rundown of some of the major players you'll meet...



CPT. FALCON

SHIP:

Blue Falcon

STRENGTH:

Tough as old boots

GRIP:

Good, but not great

BOOST:

You won't see him for dust

DR. STEWART

SHIP:

Golden Fox

STRENGTH:

A little vulnerable

GRIP:

Can get a bit slippery in the tighter bends

BOOST:

None finer



PICO

SHIP:

Wild Goose

STRENGTH: Like the hull of a battleship

GRIP:

Okay on a straight track

BOOST:

Like a greased lightning bolt

GOROH

SHIP:

Fire Stingray

STRENGTH:

Bomb-proof, nuke-proof, everything-proof

GRIP:

Corners like it's on rails

BOOST:

Oh dear, oh dear





NINTENDO
GAMECUBE

www.
thq.com

LOG ON

IN BRIEF

WrestleMania is back and this time it looks like it could be the best grappler to date. With over 40 of the WWE's biggest names, new grappling, counter and momentum improvements and a much-needed Story mode, hopefully this will provide all that *WWE X8* promised.

Release
September

DETAILS

Developer
THQ

Publisher
THQ

Game Genre
Wrestling

WWE WRESTLEMAN

We go hands-on with the next *WrestleMania* blast and it's looking set to be everything that *WWE X8* wasn't. It's an exciting time, wrestling fans.

Much was expected from *WWE X8*, but with no Story mode and less-than-impressive visuals, the final product failed to deliver. But there's no point in crying over spilt milk as THQ are well into the development of the sequel, *WrestleMania XIX*, with the aim of delivering all the features that the previous game did not. With a complete overhaul of the gameplay you can expect a much more enjoyable experience, especially if you're nuts about wrestling.

Nintendo Official Magazine travelled all the way to America to see the unveiling of the game in the lively city of Seattle and although what we saw was an extremely early version, things are already looking promising for Nintendo wrestling fans.

Over the next few pages, we'll be bringing you a full report on everything there is to know about THQ's work on what looks set to become the only wrestling game you'll need on GameCube.

YOU WANT STORY? YOU GOT STORY

One of the biggest letdowns with *WWE X8* was the absence of a one-player Story mode. But the game developers down at THQ have listened to your demands and have been working on such a mode to feature in *WrestleMania XIX*.

It's currently referred to as Revenge mode, in which Vince McMahon has striped you of all your Championship Belts and banished you from competing in the sport. Now just a mere outcast, you team up with Stephanie McMahon and set out to regain your stardom and take revenge on Vince. You've got to slap, grapple and power-bomb your way through 30 different missions before laying the smack down on Vince.

It's still early days for Revenge mode and even this game option title could change before it is finally released. Nevertheless, this is an exciting concept and has the potential to better any Story mode you've seen in a wrestling game.



■ All that getting thumped on the bonce was bound to catch up with Hulk at some point; there he stands, wondering when his bus will arrive while the Rock takes swing after swing

WWE WRESTLEMANIA XIX P.22
SOUL CALIBUR II P.30
EXTREME GAA P.34
RESIDENT EVIL 3 P.36

P.N.03 P.38
ENTER THE MATRIX P.40
WARIDWARE, INC. P.42

IA XIX

■ Brock Lesnar: "This is how big I want my neck to be"



PREPLAY

STREETFIGHTER

After reading the Story mode plot you may be wondering where your comeback is going to take place if you've been banned from the WWE. Well, if you were out for revenge would you need a ring?

One of the major concepts of the Story mode is that most of your fights will actually take place outside the ring. You'll compete in what's described as real-life environments. But, although you won't be fighting in the ring, the fights will still incorporate similar gameplay mechanics to those in the WWE arena. For example, instead of throwing a wrestler out of the ring you'll now be hurling them off a rooftop. You can expect the final game to have around five different real-life environments.

AIM FOR THE HEAD

It's all very well having wrestlers that go all weak at the knees after taking a royal slapping, but what about taking actual injury to specific parts of their body? Well whad'ya know, *WrestleMania XIX* has that in there, too.

A new gameplay feature, referred to as location-specific damage, gives you the opportunity to target individual limbs on your opponent's body. For example, if you continuously pound away at one of their legs, it'll become badly injured and they'll start to limp around. Maintain this kind of punishment and you could earn yourself a victory by submission. It's a cool way to end a fight, with your opponent clutching his knee in pain and begging for mercy.

THE COUNTER

In *WWE X8*, if you took a lethal blow it could be annoying to watch as your character was left powerless while you slam every button with no effect. But this is no longer an issue because of the revised move-countering system.

Each time a wrestler performs an attack, whether it be a grapple or just a simple strike, you have a split second to activate a counter move with the shoulder buttons. You'll need to hit **L** to reverse a grapple move, **R** to counter a strike attack or hit both **L** and **R** to stop a lethal special move in its tracks. Having to press the correct button vastly increases the skill needed for countering and also means that two skilled players will have intense battles.

ARMED AND DANGEROUS

It's the closing stages of a historic match. Things have been said on both sides. Blood has been spilt. But at last you've brutally pounded your opponent around the ring for the final time and managed to perform your special move. You go for the pin, but somehow the stubborn git manages to find the energy to spring up after a count of two. So, what the hell do you do next?

Well, don't let that stop you, there's still a way to defeat the blighter. Just hop out of the ring for a few moments and grab a nice iron bar from under the platform. Now return to the ring and smack him around the head with it. Nice and easy, see?

Okay, so it's not exactly a sporting thing to do, but what would a wrestling game be without a good old weapon or two to spice up the action? What's more, it's also an easy way to get your opponent nice and bloody.

You can expect all of the usual weapons to feature, including our favourite, the chair. You can either smack your opponent with the weapon or throw it at them, but be warned, these attacks can also be countered and your fiendish plan could backfire.



■ 'Just focus on the tip of my finger' – Hulk Hogan tries the old 'Orrible Optician' move on The Rock

WHAT YOU NEED TO KNOW

Q: Do you have a list of the featured wrestlers yet?

A: Unfortunately, the game is far too early in development for a final list of wrestlers to be confirmed. Obviously, the game will feature all of the major stars you know and love – such as The Rock – but you'll just have to wait a while before we get a final roster and fill you in on the details. However, you can expect over 40 fighters to appear.

Q: Have the same character models from the previous game been used again?

A: Not at all. Every fighter in the game has been totally rebuilt from scratch with a new-

and-improved graphics engine. What this means is that you can expect your favourite wrestlers to look even more like the real deal than they did before. And yes, Kane is one scary dude!

Q: I've always been useless at wrestling games. Is there a Tutorial mode?

A: There is indeed and it's been designed to allow beginners to quickly get to grips with anything from the basic button commands, right up to perfecting the in-depth controls and grappling system. You'll also be able to see the buttons on-screen while you fight, should you need a further helping hand.



■ The Rock and The Undertaker agree a swap; one bandanna for a pair of wrestling trunks. Aaaarrrgh...



Brock Lesnar, the new WWE Champion shows how it's done

WINNING IT ALL

If you think you can beat a wrestler to the floor and pin them out for the count in a couple of minutes, you'd be wrong. There are three major aspects to creating the perfect takedown.

The first is simply to batter your opponent to a pulp. How you do this is your decision, but while you do, you'll build up your character's Momentum, a measurement of their confidence and morale. You can also interact with the crowd to gain extra Momentum.

When it reaches the max, the bar will start to flash, meaning you can hit the **A** and **B** buttons together to activate your special move status. You then have ten seconds to prepare yourself and hit **A** and **B** again to unleash your devastating attack. If your timing is spot-on you'll knock your opponent into a state of near death, creating the perfect opportunity to pin them.

GRAPPLE TIME

If, like many gamers, you thought that the grapples (and moves system as a whole) in *WWE X8* were a bit weak, you'll be happy to know that THQ went right back to the drawing board with the whole fighting system in *WWE WrestleMania XIX*.

The biggest change is that there are now strong or weak grapples, which act differently – simply tapping the **A** button and a direction on the 3D Stick will perform a weak grapple. Alternatively, holding down the **A** button will do a strong grapple.

Where weak grapples are fast and tough to counter, they won't cause as much damage as stronger ones.

However, the strong grapples are tougher to execute and much slower in motion, making it much easier for your opponent to react and counter the move. Deciding which type of grapple you'll use and when takes a lot of skill, and this will add a huge element of strategy that was missing from *WWE X8*. We just can wait!

WRESTLING THROUGH THE AGES...

Even the NES wasn't a stranger to the world of wrestling. Can you remember any of these?

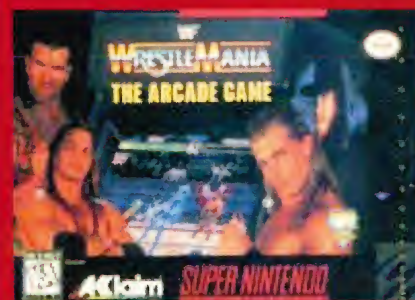
PRO WRESTLING YEAR 1989 FORMAT NES

One punch, one kick – that was all you could do. No weapons included and Create-A-Wrestler would have been laughed at



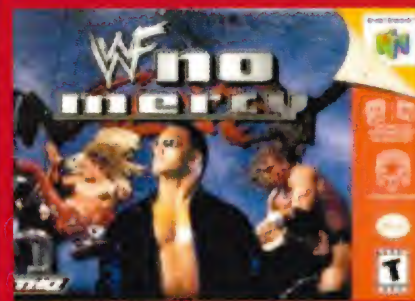
WWF SUPER WRESTLEMANIA YEAR 1994 FORMAT SUPER NES

Obviously dated now with a roster of just ten wrestlers, but they're all greats including Hogan and Savage. Sah-weet!



WWF NO MERCY YEAR 2000 FORMAT N64

This was one of the best wrestling games to date and a former *NOM* Awesome award winner.



Q: Will the game link-up with the Game Boy Advance in any way?

A: With great games such as *Rayman 3* and *The Legend of Zelda: The Wind Waker* making such good use of the GBA to GameCube link-up, we were hoping that *WrestleMania XIX* would also take advantage of the technology. Unfortunately there are, as yet, no plans to feature any link-up options. That's bad news, folks.

Q: I like nothing more than a road traffic accident. Is there much blood in the game?

A: You're a sick puppy, but yes there is. You won't see it in every fight, but if you manage

to smack your opponent square in the face with a very heavy blow, such as from a powerful kick or with a weapon, you'll smash their nose wide open. Only the face can bleed though and the blood doesn't seem to smear on the mat. Shame!

Q: Is it true that *WrestleMania XIX* will include a First Blood mode?

A: Now that the game will feature blood, the developers say they will implement a First Blood mode. So, if you're a fan of gore, you can play a wrestling match with the primary objective of pummeling the red stuff out of your opponent. Sounds like fun to us.

Q: Will you be able to take a battle backstage, like on the TV show?

A: Although there is a major emphasis upon out-of-the-ring fighting, you will not be able to smash your way through to any backstage areas in *WrestleMania XIX*. However, it is still possible for a feud to be transported up the ramp to the stage where the wrestlers enter the arena.

Q: Will there still be a Create-A-Wrestler mode? I liked that a lot...

A: Sure. It wouldn't be the same without the ability to make your own superstars. But if you want to use all of the costumes and

PREPLAY



■ A graceful scene; it's even more impressive when you realise that both The Rock and The Undertaker weigh well over ten tons each. Impressive stuff, kids



■ 'Please don't hurt me' - The Undertaker acts the hard man, while Mr Security Officer thinks about the incredible insurance payout he's going to get

ANIMANIACS

To make *WrestleMania XIX* more believable than ever before, the developers are really going to town with the animations of each and every wrestler. As you'll know by now, the game places a heavy emphasis on countering moves and, typically, the same animation could have been used for all countering, no matter what move was being stopped.

But instead the developers have taken the time to create different animations for each,

so countering a punch will look different to countering a kick or a grapple move.

Also, to show the effects of location-specific damage, all of the wrestlers have animations that display pain and, for the particularly sadistic among you, you'll see them hold a damaged limb if you pound it enough. This makes the wrestlers seem much more like real living people rather than the robotic fighters seen in previous wrestling titles.

ALL BRAUN AND BRAINS

No matter how many gameplay elements and tactics are used in a game, if it's possible to win by simply repeating one or two moves, everything else is pointless. However, with the work that has been put into the A.I. of the computer-controlled wrestlers, this won't be an issue in *WrestleMania XIX*.

With enhancements made to the A.I., the computer will be able to figure out when a player is repeating the same manoeuvres and counter them every time. This means you'll have to learn a lot of different moves and keep your tactics varied to get the better of the computer-controlled fighters.

This also means you won't be able to repeat a single move to build up your Momentum meter. If you do this you'll just end up looking like a fool and getting pounded, pretty much like you would in real life.

OUT IN THE CROWD

If you've ever been to a *WrestleMania* event, you'll know how intense the atmosphere is when over 50,000 crazy WWE fans cheer on their favourite wrestlers. It's real heart-pumping stuff and you can feel yourself overdosing on your own adrenaline.

You'll never get the same effect from you TV, but *WrestleMania XIX* hopes to come as close as possible to bringing this sensation home on the GameCube.

To begin with, the arenas are larger, with more people in the crowds, frantically flapping their hands around in the air. There are now also enhanced sound effects to back it up, with more crowd noises and more powerful thudding sounds as the wrestlers crash down onto the sweaty canvas.

And to top it all off, each time you perform a flashy grapple attack or special move, the camera will switch to a dramatic close-up angle, to give you a cinematic view of the action, just like on TV. You can almost smell those sweaty wrestlers through the television...

WHAT YOU NEED TO KNOW

other items in the game to make your fighter, you'll need to play the Revenge mode and earn cash to buy costumes and accessories from the ShopZone option.

Q: Will you be able to throw your opponent into the crowd and maybe even have a fight there too?

A: To do this you would need to have fully 3D polygonal models for the people in the crowd rather than the current flat sprites. The knock-on effect of that would be a drop in the detail of the wrestlers and arenas. Therefore no, there won't be any kind of crowd fighting this time.



■ Ray Mysterio tries the stealthy approach, but it's difficult when your clothes are that loud

Q: Is there any commentary in the game?

A: No. There is so much other gameplay content and features that the developers insist there just isn't enough space on a GameCube disc.

We were also told that the wrestlers' intro movies take up a huge amount of space, so something had to give which is a pity. How this will affect the overall ringside atmosphere remains to be seen.

Q: Will you earn money for the ShopZone in any mode of the game, for example, after winning multiplayer or Exhibition games?

A: The cash reward that you get for the



ATHLETE OR HEAVYWEIGHT?

Your choice of wrestler will need to be a careful one, because it's not just their move repertoire you have to think about if you want success at the highest level.

Every wrestler has specific attributes ranging from speed or strength, right down to their level of agility. Smaller characters like Ray Mysterio are far quicker than larger characters like The Undertaker.

This also means they have a better chance

of pulling off countering moves, even though their attacks are nowhere near as devastating as those of the heavyweights.

Although slow, a bigger character doesn't need many opportunities to smash you to pieces and can slam other fighters to the canvas like rag dolls. Which wrestler you choose to play will depend on what types of moves you are better at – and how good you are at triggering counters.

SHOP 'TIL YOU DROP

When you initially start the game, not all of the content and features will be open to you. Start playing Revenge mode and when you win a fight, you'll be given a cash reward for your success. This is where the ShopZone comes in.

This option is new to *WrestleMania XIX* and as you might expect, it's a shop where you can spend the money that you've earned in the single-player mode. You'll be able to buy anything from new costumes and moves, to new wrestlers and entire arenas. Not only will this give you an extra incentive to play the game, but once you've finished you will have more items and features than you can shake a spandex-covered stick at. The question is: how does it all fit onto one small disc?



■ The ref takes a nap on the escalator while the boys mash it up in Croydon's Whitgift Centre. Boo-ya-tribe!

ShopZone is tied only to the main one-player Story mode, which at this time is called Revenge mode.

So, if there's anything that you want to unlock in the shop, you'll have to work hard at whupping Vince McMahon's hairy ass.

Q: Does your Momentum meter have to be full before you have the chance to pin and defeat an opponent?

A: No it doesn't, but having a full meter will improve your chances of success. The higher your Momentum, the better your wrestler will perform. If your opponent is weak enough, they won't be able to get up

anyway, but with a full Momentum meter, your fighter will have a better chance of keeping them down for the count, thereby winning the bout.

Q: Apart from the brand-new Revenge mode, are all the other game options identical to those in *WWE X8*?

A: We're afraid not, buddy. There's no Battle For The Belts mode, where you could take on friends to win belts, and the Path Of A Champion mode is now organised in a tournament fashion, rather than the previous format of simply fighting your way through a list of wrestlers.

WRESTLEMANIACS

We were lucky enough to attend the flesh-slapping spectacle itself, *WWE WrestleMania XIX*, where Brock Lesnar was crowned champion. It was a hell of a night, including such monstrous showdowns as Vince McMahon vs. Hulk Hogan and The Rock vs. Stone Cold Steve Austin, all taking place under the dazzling lights of Seattle's *SAFECO Field*.

And as if the sight of grown men fighting like children wasn't enough, we also got to see the lovely Trish Stratus take on Jazz and Victoria in the *WWE Women's Championship*. Check out the shots below for a flavour of what went down on the night, hairspray and baby oil not included...



"NOM OPINION"

What we saw was a very early version, but if this package comes together, it could be the wrestling game to die for. We've got our eye on this one.

PREPLAY

HUGE WWE GIVEAWAY

If WWE is your bag, then you could win a heap of prizes, including tickets to the biggest show in town, the massive WWE Insurrextion.

WIN ALL THIS

We've teamed up with THQ to bring you *NOM's* biggest ever haul of WWE goodies and you could be the lucky winner who walks away with the lot just by phoning in.

PRIZES

- A pair of tickets to WWE Insurrextion at the Newcastle Telewest Arena on 7 June
- A GameCube and a copy of *WWE WrestleMania X8*
- A Phillips 32" Widescreen TV and a Panasonic DVDR
- Tons of WWE merchandise

HOW TO ENTER

To get your hands on all these goodies all you need to do is ring the number below and answer the multiple-choice question. The winner will be drawn on 15 May and notified on the 16 May 2003.

Q. Who won WrestleMania XIX?

- A. Brock Lesnar
- B. The Rock
- C. Hulk Hogan

TO ENTER JUST RING 0905 053 1107

Terms and conditions:
Calls cost 50p per minute at all times. Calls from mobiles may cost more. Calls last two minutes. Please get permission from the bill payer before calling. The editor's decision is final.



**WIN A
32" COLOUR TV
WORTH
£800**



CRUISIN' FOR A BRUISIN'!



GET READY FOR A NO HOLDS BARRED BATTLE WHERE THE **W** SUPERSTARS TRADE IN THEIR MUSCLES FOR CARS. ALL YOUR FAVOURITE **W** MATCHES ARE HERE, INCLUDING CAGE AND HARDCORE PLUS MANY MORE. SO GET READY TO BATTLE IT OUT FOR SURVIVAL BEHIND THE WHEEL. THIS IS FUEL-INJECTED **W** AT ITS BEST.



**NINTENDO
GAME CUBE**
PlayStation 2

JAKKS PACIFIC

THQ

The names of all World Wrestling Entertainment televised and live programs, ring, talent names, images, likenesses, slogans and wrestling moves and all World Wrestling Entertainment logos are trademarks which are the exclusive property of World Wrestling Entertainment, Inc. © 2003 World Wrestling Entertainment, Inc. All Rights Reserved. Game and Software © 2003 THQ/JAKKS Pacific, LLC. Used under exclusive license by THQ/JAKKS Pacific, LLC. The JAKKS Pacific logo and the JAKKS Pacific logo are trademarks of JAKKS Pacific, Inc. Developed by Pacific Coast Power & Light Company. Uses Homebrew™. © Copyright 1999-2000 Jakks Pacific Research Limited. Portions of the software are Copyright 1998-2000 Criterion Software Ltd and its licensors. THQ, Pacific Coast



NINTENDO
GAMECUBE

www.
namco.com

LOS ON

IN BRIEF

Twenty of the hardest weapons combatants come together to smash each others' bones with swords. Nintendo hero Link lines up among them and it quickly gets brutal. But beneath the ultra-violent veneer is a game of massive tactical depth with endless combo possibilities that make *Bloody Roar* look bloody rubbish.

Release
Late 2003

Developer
Namco

Publisher
Nintendo

Game Genre
Beat-'em-up

DETAILS

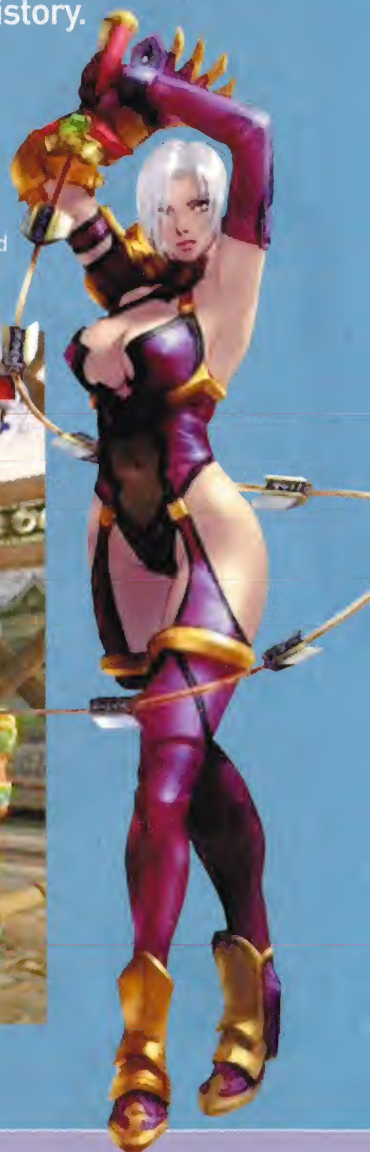
SOUL CALIBUR II

There hasn't been a fighting game like this on Nintendo in years. Rejoice as *NOM* wades in with the best beat-'em-up in recent history.

It's been a while since there's been a truly killer fighting game on a Nintendo console. If you're talking about the purest-quality fighting action, you've got to go back ten years to *Street Fighter II Turbo* on the Super NES. There have been competent fighters since then, but nothing you'd want to bill among the finest fighting games ever. Enter *Soul Calibur II*.

Even at this early stage, the game is

nothing short of breathtaking. Any kung fu honour goes flying out of the window as some gargantuan blokes and some lithe women line up to hack at each other with swords. If that sounds a bit brutal and potentially skill-less, you should try playing it. Every fighter is agile enough to duck, dodge, bust out massive combos and launch counter attacks. It's more than a little bit impressive.



WHAT YOU NEED TO KNOW

Q: *Soul Calibur*? That doesn't ring a bell.

A: The first in this series was *Soul Edge*, converted from the arcade to PSone, but it was overshadowed by the *Tekken* games. The second game, *Soul Calibur*, slipped into arcades and only really made a splash with the Dreamcast conversion. It was magnificent and those in the know have been eagerly awaiting part two.

Q: What's there to get excited about? All fighting games are the same, aren't they?

A: Fool! *Soul Calibur II* is more 3D than most other fighting games, meaning you're free to pace around your opponent waiting for an opening. The sword attacks look incredibly vicious, yet the play is as balanced as any kung fu fighting game. Oh, and it looks lush as hell.

Q: Link's in it I hear. So, it's a bit like *Super Smash Bros. Melee* then?

A: Not a bit of it, mate. *Super Smash Bros. Melee* was all about mad-cap arcade craziness, whereas *Soul Calibur II* fights a

far deeper, more tactical fight. As for Link, he's been fleshed out from a little adventurer with a few nifty sword moves to an all-action killing machine. You should see him go – he kicks major ass.



■ Girls are rubbish at fighting. How embarrassing



■ Don't talk in libraries. Some librarians are hard



LINK UP

First time we saw Link in some *Soul Calibur II* screens, we wondered what the point was. It seemed like a token gesture to make Nintendo-heads get excited and something that hardcore gamers were just going to get upset about. Hands up though, we were wrong. Link's been made to fit in

perfectly and he might just turn out to be your favourite character.

He looks like the Link that was sacked from *The Wind Waker* to give cartoon boy a shot at fame. He's as agile as you'd expect, but hits so hard with his Master Sword you wonder why he took so long to beat Ganondorf.



■ 'Eat Boomerang with your face!' Link's hot date goes all wrong

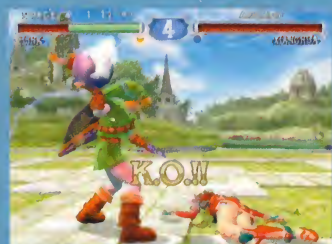
Even lining up against an eight-foot monster like Astaroth you know Link has the power and skills.

Best of all is how they've kept him true to himself. His entrance music is the *Legend of Zelda* theme and his victory jingle is that familiar treasure-found fanfare. Walk him out to long range and he can pick off enemies with a bow and arrow. Closer in and Link's trusty Boomerang comes out. And it's always good to whip out a bomb to finish off a prone opponent, too.

The animation is just spot on and Link's kick is one of the most evil in the entire game. He pulls his leg right back and takes the sort of swing Vinnie Jones would have been proud of. What would Zelda say if Link booted her in the face like he does with the ladies here? Overall, we have to say he's looking mint.



■ Mitsurugi feels the power of the Master Sword. He doesn't much like it, in actual fact



■ Make sure, Link. Bomb her! Do it!



■ Bow and arrow. Possibly cheating



■ The famous Link head chop. E-yek!



■ The worst ears in games - ever

Q: Is there more to the game than just fighting? That'd get tedious in one-player.

A: Fighting a mate is always cracking fun, but the solo game has legs, too. Weapon Master mode puts you on a quest across a

mystical land, leathering everyone that dares cross your path.

Your reward for splitting heads and chests is money and unlocking game modes, but we'll get to those later.

Q: Are there any other famous Nintendo icons in there? Kirby perhaps?

A: Sorry, no. Kirby would get popped and killed in about a millisecond. Link just about fits in, but it's a gritty, violent adult game.



■ The mighty Ivy, in her 'not Pat Butcher' outfit



■ He should get that arm seen to. It's gone septic



■ Voldo takes a crack on the back of the head

Wanna Fight? Fight Us...



MITSURUGI

This samurai wields his katana with two hands



LINK

Hyrule's hero has Master Sword and Triforce shield



NECRID

Vicious green beast with magic axes and swords



TAKI

Large-chested Samurai – try to focus on fighting



RAPHAEL

An olympic-grade fencer – but with a real sword



YUNSUNG

Kung fu meets *Arabian Nights*, plus meaty sabre



CASSANDRA

Only *Fools and Horses* with a sword and shield



TALIM

Cute big brown eyes; less-cute big twin knives



KILIK

Shirt open, which is bad; big stick, which is worse



XIANGHUA

Petite lady with a sword that matches her clothes



MAXI

Elvis with a serious set of twirling nunchaku



YOSHIMITSU

Mysterious, vanishing robo-swordsman. Eek!



CERVANTES

Evil ghost pirate who packs twin cutlasses



IVY

Two outfits: Pat Butcher or a stripper. My eyes!



NIGHTMARE

Carries a sword as big as him – slightly menacing



CHARADE

An eye in the ribcage and mimics other fighters



SOPHITIA

Similar to Cassandra – they may be related...



ASTAROTH

A hulking demon of death with a giant axe. Scary



VOLD0

Blind gymnast in leather who scuttles like a spider



SEUNG MINA

Looks like a squaw, fights with a pike (not the fish)

Weapons Master

The meat of the single-player game is Weapon Master, where you fight a succession of bouts to win cash and experience points and unlock new game features. Some bouts are straightforward,

others less so – try taking on five different opponents with just one energy bar, or fighting in the middle of a minefield.

This mode also teaches combos and pits you against enemies who can only be

defeated with shots in the back or by smacking them right out of the ring.

The one-hit-kill matches are particularly tense and the whole thing hangs together really well. It's here that you unlock the five



■ Buy that Master Sword and shield! Bargain!



■ Your class levels up, showing how hard you are



■ Survive five opponents to earn your cash here



THE FIRST DAY

Usually we take you through the first hour of a Preplay game, but *Soul Calibur II* isn't the sort of game you stop and write about after 60 minutes. It's so addictive, you get up to go for a pee and discover it's the middle of the night and you're starving hungry.

The Link stuff hangs together so well you'll believe he was born to fight in this company. The detail of the arenas is fantastic, but you only really notice as the replay of your victory (or death) rolls. In the exterior scenes, gorgeous castles crumble far off in the distance and the indoor areas let you crunch enemies off walls for greater damage.

But be aware: if your arena isn't totally fenced in you might get hit out of the ring, meaning you lose the fight instantly. It doesn't matter if it was the first hit you took in the bout, so beware of being spun 180° as you hack your opponent towards the ledge.

If you're playing alone, remember to hit pause and browse through the special move lists. The bigger, unblockable attacks take a while to wind up, so you need to be able to time it to the split second. Just as your opponent is staggering

to his feet, that sort of thing. Every hit looks very painful and you don't get instances where your sword clearly misses yet causes damage, *Soul Calibur II* is gloriously solid and consistent like that. We'd

advise against setting the game to Easy mode. Even on this Japanese version, all the options are in English, so it's a simple job really.



■ A sleeping beauty – well, she's out cold anyway – will he give her a kiss, or rip her head off?



■ Blind gimp man Volvo is a winner



■ Have a three-on-three battle royal

The problem is that enemies are extremely dumb on Easy. They hardly fight back at all and while that's good for a glory run to the final boss, it doesn't help your skills. You don't get to block and counter, and you don't learn the value of a decent combo. A fully skilled-up player really does rule here, so it's worth putting the time in. Button bashing is fairly easy to counter, as the guard command on the B button easily deflects any ill-considered attacks. Your basic attack buttons are A and Y, and X swings a nasty kick – handy for causing Ring Outs.

The solitary bum note is sounded by the cheesy American fight announcer. He sounds like he should be doing the voice-over on a camcorder clips show, but instead of saying 'watch out for the guy on the lawnmower!' he spouts tripe like 'a hero desires a sword and a sword desires truth'. Sorry, come again?

hidden characters – bringing the total on the Versus Select screen up to 20 – but you can also buy new weapons as you go along. So, if you want Mitsurugi to go into battle with Link's Master Sword, just splash

that cash and get swinging. You can also unlock three new suits for Link and at least one other costume for all the other characters. It'll be worth finishing to get the full *Soul Calibur II* experience.



■ You've unlocked... a foppish new suit for Raphael



■ That big word in the bottom left means 'king'

"NOM OPINION"

The finer points of the Weapon Master mode will become clear when we see PAL code, but the fighting is already the finest on a Nintendo console for ages – this will be the fighter you've been waiting for.



NINTENDO
GAMECUBE

www.
acclaim.com

Sometime between now and 2025, F1 morphs into space ships thrashing around on nutty courses. Well, it beats seeing Schumacher win every time. The speed is amazing and each racer packs enough weapons to invade a small country. But the backbone to all the speed and destruction is a neat Career mode.

Release
September

Developer
Acclaim

Publisher
Acclaim

Game Genre
Futuristic
racing



■ Over that ledge is a dirty great yawning drop. Chunder time!



■ Hope these future bikes are fire retardant, or he's burning up



EXTREME GRAVITY RACING ASSOCIATION

So much effort is being put into its speed, there's no time to think up a good name. *Extreme G3's* sequel is XGRA for short.

What did you eat for breakfast? Actually, don't say. One lap on XGRA in first-person mode and we'll tell you. That first 900mph plunge into a fierce corkscrew will get your guts going and before your first lap is up you'll puke. There's still work to do before its release, but XGRA already laps faster than an F1 car with an F-22 engine.

We've played the latest build of the game and all the hallmarks are there; the speed will improve, but it's quick enough already. The weapons are nice and destructive and the circuits show off a flair in excess of anything the series has yet produced.



■ Weapons upgrade from basic missiles to swarm missiles then up to a pack of deadly homers. Not homer as in Homer Simpson

WHAT YOU NEED TO KNOW

Q: *Extreme-G 3* could feel a bit sparse at times. Am I going to see the rival racers for any length of time before blasting past?

A: The intelligence of the other racers out there has been tweaked. You'll find that you're more involved in a pack race, with racers swarming all over you in front and behind. You've really got to race like a ninja to get any clear breathing space between you and them. And with a greater emphasis on combat, you're in for a much closer race than before, so don't worry.

Q: Have they sorted out the whole turbo-drains-your-shields deal? That seemed a fairly crucial design flaw to me.

A: Yeah, we thought that was a bit weird, too. Like having a car whose wheels loosen the faster you go. No matter, the good news

is that your shield will now only go down when one of your friendly rivals aims a barrage of rockets at you. It's quite a clever effect too: you don't need to worry about an energy bar, as your vehicle's head-up display powers down as the damage increases. Eventually, though, you'll lose the ability to return fire and that's when you know a health boost is a big priority.

Q: Sounds good so far, but a bit like the other one. What really original stuff have they added?

A: Of course it's quite familiar – you get that with racing games. But you'll like the way improvements to your ship get bolted on as you progress through a season and if you're looking for quicker thrills, the extreme weather events will test your mettle.

The Deathmatch game is a completely different experience as well; Warmonger events end when one racer is left on the course and hopefully that'll be you.



■ When the Incredible Hulk farted, the world knew about it. Plant and animal life soon perished



MAKE A CAREER OF IT

The big innovation for this year is the career structure. At the outset of the game you'll be racing for the lesser teams in the Association; the Arrows of the future, if you like. Put in some slick racing and the big boys will be after you. If you want to be racing for the best teams, you'll have to crack a few heads to get there.

That's where the new characterisation comes in. The faces staring at you from the character-select screen aren't just icons,

they're a massive part of the game: shoot someone out and they'll appear in the corner of the screen bitching at you – they'll want revenge eventually, so form alliances carefully.

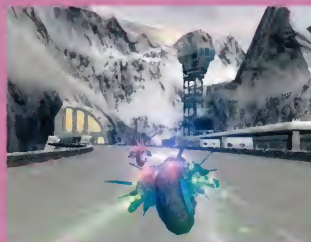
The corporations bear grudges too and new for this game are a series of secondary objectives set by your paymasters; they might want payback on a driver that deserted them. Winning is the main goal, but you get plenty of kudos for nailing the other guys.



■ The racing action will be closer than in previous games. Good job, guys



■ Get hit and your HUD drops out



■ Mountains: made from bird poo



■ Show off a bit for the replays...



■ Milton Keynes, ten years from now



■ Can't see where the bass cannon will go on that thing. Tunes are important

GETTING BACK ON TRACK

The first thing you notice about the courses here is that they're a fair amount wider than before. The control system has been tweaked to resemble *Wipeout 64*, with shoulder buttons sending you drifting sideways into bends.

The extra width means you've got a better chance of avoiding incoming projectiles, which is handy as the racing seems more combat-orientated than previously.

The track design is already hugely impressive. The Ocean Floor stage picks a route through the wreck of the *Titanic* at the bottom of the Atlantic Ocean, while the Mars stage winds down through a mine on the mysterious red planet and past some striking Martian scenery.

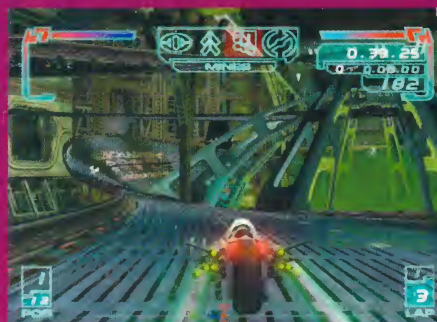
Destroyed City is every bit as messy as it sounds and even the clichéd industrial setting is impressively visualised. There are seven environments in all, with a total of 14 tracks weaving among them.



■ Trust us, there will be more bikes in it



■ We don't know why the sky is green. Odd



■ All factories are like this. Exciting, huh?

"NOM OPINION"

We're big fans of future racing and *XGRA* looks great, shoots hard and goes like stink. Hopefully the enhanced Career mode will make it feel like an entirely different game from *Extreme-G 3*, a title we rated pretty highly. Fingers crossed for this one...



NINTENDO
GAMECUBE

RESIDENT EVIL 3: NEMESIS

Capcom continues to flesh out the history of *Resident Evil* on GameCube. So, get ready to meet the delightful Mr Nemesis...

LOG ON

www.
residentevil.com

IN BRIEF

Before Capcom came along, dead people stayed dead. Then, the first *Resident Evil* brought zombies to your console. What we have here is a GameCube reissue of the third time digital zombies terrorised Raccoon City. You know what these games are all about. Point your eyes somewhere else on the page.

DETAILS

Release
30 May

Developer
Capcom

Publisher
Capcom

Game Genre
Survival Horror

You won't find a Raccoon City brochure in your local travel agents. Tourists tend to want to avoid places that stink of death and are crawling with deadly zombies. They will still go to London though, which is kind of confusing.

What's also confusing is *Resi 3*'s plot, which picks up the day before the events of *Resident Evil 2*. By this point, Raccoon City is at its lowest ebb and Jill Valentine decides she's getting the hell out. How that develops is down to you, as this is one of the most replayable games in the series; there are three possible endings depending on the route you take through the game and more secrets than in the previous two games combined.

What's behind the door? Jill investigates and it's...



... a bunch of zombies! We'd never have guessed that



■ We reckon property in Raccoon City is cheap



■ Mini-skirts and machine guns. We like it



■ This undead fashion designer takes time out to straighten the soldier's tie



■ Fire in the disco - Jill livens things up downtown

ENTER THE NEMESIS!

Video games have featured some pretty menacing foes down the years, but this guy would break into any all-time top ten. He's nine feet tall, built like a brick outhouse, has a butchered face and rows of razor-sharp teeth. Oh, and he can't be killed by normal weapons.

Gunshots have no effect. Sub-machine-gun fire? Honestly, you might as well be tickling him with a feather duster. Good job then that you get the option to run. Run like the wind. He could pop up at any time though and that's scary!



Down at the gym, Mr Nemesis pumped the Valentine-shaped weights



'If your name's not down, you're not coming in'

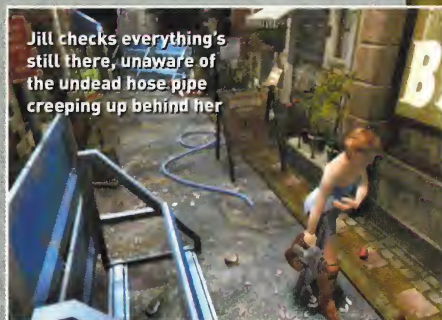
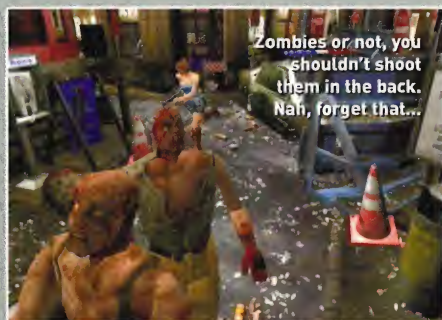


THE FIRST HOUR

You usually kick off a *Resi* game helpless and dreading the shadows. Not here, though. Jill Valentine might not be dressed to survive a city full of the undead, but she does have a machine gun. One satisfying dugga-dugga-dugga later and the first screen is clear.

But now you've wasted a lot of bullets and if there were six zombies on the first screen, there'll be thousands more further on. And so it turns out. It's a busy start with packs of zombies requiring incineration and rotting dogs leaping out at you from the flames.

Considering Capcom haven't treated us to the same visual overhaul as the *Resi* remake, it's not bad looking, but while the zombies lack detail and texture, showing its PSone roots, the backdrops are still sweet.



WHAT YOU NEED TO KNOW

Q: The graphics don't look as good as *Resident Evil Zero*. Why is that?

A: Because Capcom have done a straight conversion of the original game – it's a lot sharper than the original PSone game, though. It's not likely to sell millions, so that was a cost-effective way to get it out.

Q: Is it going to be cheap then?

A: Yep, £30. Same for *Resident Evil 2*. That means the four-game *Resident Evil* saga on GameCube is going to set you back roughly £150.

Q: Why is the game being released?

A: With *Resident Evil 4* heading exclusively to GameCube, the franchise has effectively moved from Sony to Nintendo. And knowing what a loyal lot Nintendo gamers are, there's a good chance the *Resident Evil* remake was their first taste of Capcom's survival horror. What's more, the steep £60 price tag on the N64's *Resi Evil 2* meant most gamers gave it a wide berth. *Resi 3* provides some much-needed backstory.



Q: Is that broken glass or bird poo? No matter, Jill's not stopping to find out...

"NOM OPINION"

We're big fans of *Resi Evil* games, but with this and *Resi Evil 2* both out on the same day, we question the timing. *Zero* and the original went down brilliantly and had these come out as a prelude that would've been smarter.



P.N.03

We shoot lasers and dodge like a gymnast as the first of Capcom's new breed comes under our GameCube microscope. Read on people...



www.
capcom.com

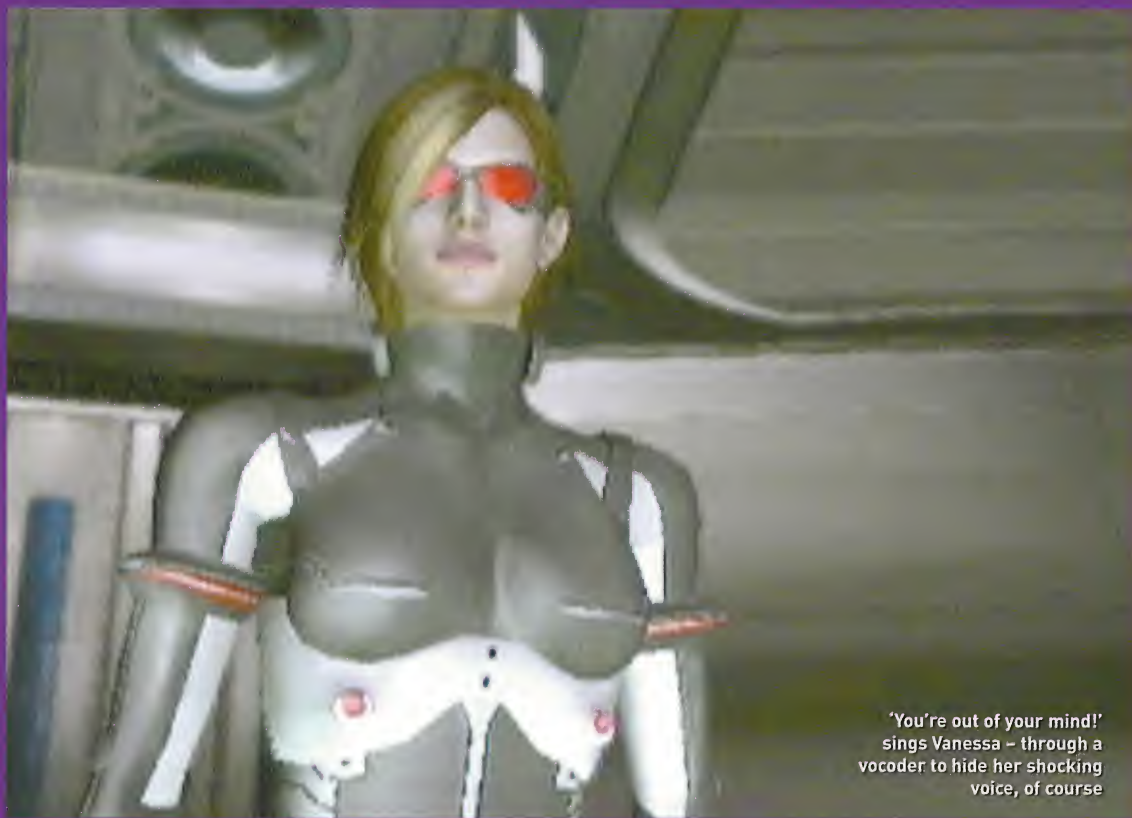
Vanessa Z. Schneider is a dressed in a skin-tight catsuit and she's a slave to the rhythm. This isn't going to turn into a Posh Spice video though, as she's here to kill lots of threatening robots. As enemy fire rains in, she twists and flips like a ballerina and still finds time to acknowledge the beat. Groovy.

Release
September

Developer
Capcom

Publisher
Capcom

Game Genre
Shoot-'em-up



'You're out of your mind!' sings Vanessa – through a vocoder to hide her shocking voice, of course

Ladies in games. How very last century. Except in this game, because it couldn't work any other way, relying as it does on acrobatics to get you out of the way of incoming fire – we don't think Schwarzenegger could pull that off. Even firing off a laser means striking pop video poses. And can you honestly say you'd rather be looking at a flabby, hairy man?

Anyway, the story is this. It's the future (obviously) and a colonial settlement has turned into a death hole after military robots went berserk. The only solution is to send in a dancing combat lady with a fit bod to mash them up. The future is a mixture of gleaming, hi-tech interiors and outdoor sections so rough and barren not even the gypsies of the future will live there.

WHAT YOU NEED TO KNOW

Q: Is *P.N.03* the shortest game name ever?

A: Not quite. There was a PC game called *Z*. It was tedious, so maybe that should have been *Zzzzz*. It's the shortest on GameCube though, along with *ISS 2*. The P.N. stands for

Product Number. Don't ask us – it's all *Resi Evil* creator Shinji Mikami's idea.

Q: So this is the first of the much-trumpeted 'exclusive Capcom five'. Were we

right to get so excited?

A: There's no doubt *P.N.03* is a polished title, but it might turn out to be the weakest of the lot. We'll have the full lowdown on *Viewtiful Joe* next issue, but that looks more like the kind of killer exclusive title we want.

Q: How come Vanessa's got different colour suits on the screens? Is this just a continuity error?

A: Behave yourself. As you play, the points you rack up can be spent on various weapons and equipment upgrades. Every suit in the game has specific special attacks assigned to it and protects you better against certain types of fire. Buying in new suits and upgrading them is a central part of the gameplay.



Wet downstairs? Dry off on laser heat. Nice



Get gymnastic to stop homers messing you up

THE FIRST HOUR

In our imaginations, *P.N.03* was an all-out action shooter with blinding pyrotechnics. The reality is somewhat different. The control system is slightly odd and, at first, renders Vanessa as manoeuvrable as a sofa. Enemy fire blazes in, but Vanessa can't strafe and return fire; you have to forget running and gunning pretty quickly.

Targets are locked onto automatically, and



■ Now's not the time to be practicing for the Olympics, love. Get up and hide from the beam



■ Stylish executions are a *P.N.03* trademark. Look at the bits flying everywhere. We appreciate that



■ So that's why the trains are always late. Futuristic robot-slaying types keep firing plasma at them



■ *P.N.03* is a sweet-looking game in places. That place is between Vanessa's spine and legs from behind

then it's a case of mashing the **A** button as quickly as possible to fire off a meaningful salvo. As the droids return fire, you smack the shoulder buttons to sidestep, cartwheel and leap out of the line of fire. Head for cover until the firing stops, then spring out and blaze back.

That works fine at first. The most you can expect to see back is likes of machine gun fire, but the first boss finds you out. Twin beams of punishing red light scorch out and track you across the screen. That's when

you realise you weren't really being gymnastic enough at all.

After that, everyone wants a piece. Robots unleash twisting homing missiles, and only a quick left-then-right evasive action prevents you taking one in the face. Laser trip wires flicker on and off in thin corridors, and big tanks become a routine enemy. The action isn't stupidly frantic, and it's strategy rather than raw reactions that keeps you alive.

There is an incentive to go quickly though, with each execution triggering a combo timer. Kill again before it times out, and your score is multiplied. Keep it going and you'll be able to buy big guns. Nice.

"NOM OPINION"

We're not sure about this yet. It falls into a groove pretty quickly and there doesn't seem to be a lot of variety or surprises here. It does look extremely sweet, though, and Capcom still have time to tweak it before its planned release date in September.



NINTENDO
GAMECUBE

www.
enterthe
matrixgame.com

Enter the Matrix is an action-packed game that runs parallel to the forthcoming film, *The Matrix Reloaded*. You won't get to play as Neo but you can be sure there will be plenty of Bullet Time slow-down, manic gun fights and cool fighting sections too. This looks set to be anything but another lazy movie tie-in.

Release
15 May

Developer
Shiny
Entertainment

Publisher
Infogrames

Game Genre
Action adventure

ENTER THE MATRIX

You want the blue pill or the red pill? No stop, we're not dealing – this is all about the fab new *Matrix* game heading to your GameCube. Believe...

You cannot deny that *The Matrix* is one of the coolest films ever made. With bullet dodging, flying, shooting and plenty of violence it makes the perfect film on which to base a game.

Forget all about crap movie tie-ins like *Minority Report* and *Reign of Fire*, sorry, *Fire*, because *Enter The Matrix* is on its way to GameCube with a story line that will run parallel with the awesome new movie, *The Matrix Reloaded*.

The game will have a separate plot to the film, although certain parts of the movie will cross over into the game, so you'll find yourself walking in on some of the action scenes that happen. This means that you don't get to play as Neo, but you will get to use the cool Matrix-bending power to slow things down. And you get to shoot the crap out of agents playing as either Niobe or Ghost, members of the same group of rebels as Morpheus, Trinity and Neo.

GHOST

Ghost is a rock-hard martial arts warrior, and believes that his weapons are works of art, with immense skill to use them. He has a spiritual presence about him and applies this to his fighting style with the flowing moves. He's the spiritualist team member on the Logos, the fastest ship in the Fleet.

NIIBE

Niobe is similar in rank to Morpheus, being the captain of the smallest and fastest ship of the Rebel Fleet, the Logos. She's known for her elite skills in hand-to-hand combat and flying her ship like an expert. Being one of the toughest members of the Rebel Fleet – you really shouldn't mess with her.



WHAT YOU NEED TO KNOW

Q: Why the hell can't you play as Neo? He was the mutt's nuts for crying out loud.

A: Remember that this game is based on the second film and at the end of *The Matrix* Neo was pretty much dosed up to the eyeballs with agent-killing skills. The developers felt that starting the game with a wealth of powers at your disposal wouldn't be fun enough, hence the reason to give you two new rebels to control, making you feel you've earned the power once you've got it.

Q: Will you get to see other characters from the film?

A: Even though Niobe and Ghost are new you will bump into some old faces. As you crossover into the film's scenes you can expect to see Neo, Morpheus, Trinity, Agent Smith and The Oracle.

Q: Will the game's launch coincide with the release of the new film? I'm a big fan and really want to see it!

A: It sure will. *Enter The Matrix* will be sitting pretty on the shelves on 15 May and

that's the same day that your favourite cyber rebels do battle against the agents for the second time in the new movie, *The Matrix Reloaded*. Expect a full review of the game next issue.



■ Ghost really hates sweatbands – they're so 80s...



■ That isn't possible – our Mike J has already tried



I KNOW KUNG FU

Being as both Niobe and Ghost have kick-ass hand-to-hand combat skills, *Enter the Matrix* has plenty of action fighting scenes for you to get your teeth into.

Whoever you choose to control, the start of the game drops you in a large embassy with agents coming at you from all directions. Thankfully Niobe and Ghost have got some really smart moves at their disposal and although you won't get them all at the start of the game, you will learn roundhouses, flying kicks, spin kicks and

punches as you begin to make some progress.

The agents fly at you from all directions but that doesn't cause any problems as you can kick out in front and behind at the same time to hit multiple targets. Should you run out of bullets too, Niobe or Ghost will just drop their gun and pull out another.

But surely the best moment is when you activate Bullet Time to slow everything down because at the click of a button you can run up walls, dodge bullets and perform counter attacks.



■ There are some mean moves to choose from...



■ ... from running up the walls in Bullet Time...



■ ... to pulling some Neo-style martial arts

SWOOP THROUGH THE AIR

Throughout your quest you'll be learning how to save mankind with help from The Oracle and one objective she'll inform you about is flying the the Logos – by far the fastest hovercraft in the whole Zión fleet. We can't wait to get behind the wheel of that baby.

Depending on the rebel you have chosen to play, Niobe will jump behind the controls of Logos and Ghost will lock and load the craft's gun turret for some agent frying action. What's the reasoning behind this, you ask? It's because hot on their rebel ass are those terrifying Sentinels that want to wipe you out completely. Yeeuck, get them off!

By choosing Niobe you'll only be able to fly the ship, but you can shoot intermittently. However, if truth be known, we do prefer getting behind the controls of the gun and pounding those Sentinels with everything we've got. Surprised? We didn't think so...



■ Come on, move it – those Sentinels are on your ass



PUT YOUR FOOT DOWN



■ This is not a taxi you want to be in, believe us. Still if you do make it in one piece, make sure you give the nice lady a tip...

Fighting and flying are just two aspects, the third being some cool driving stages. Once again, whoever you have chosen at the start of the game will affect your role: Niobe drives the motor while Ghost gets the cool part, leaning out of the window, shooting the agent cars who are hot on your tail. Similar in style to the driving stages in *Agent Under Fire*, a marker determines the area in the city you must reach, but you'll have to dodge civilian cars or you will be caught.

"NOM OPINION"

The game is nothing like the stinkers we've seen of other film tie-ins and the action scenes are just as you'd want, and then some. With some final spit and polish this might just be at number one for a very long time.



GAME BOY ADVANCE

www.
nintendo.co.uk

Wario takes over your GBA in one of the most bizarre and original games in years. You work your way through a selection of mini-games which you play for just three seconds each. In that time you've got to work out what you need to do and then do it. Mess up and you lose a life. It's absolutely berserk.

Release
Summer

Developer
Nintendo

Publisher
Nintendo

Game Genre
Reflex action

WARIO WARE, INC.: MEGA MICROGAMES\$

It's 200 games for the price of one. The catch is you only get to play them for three seconds each. But they rock!

If your GBA suddenly turned into a singing leopard wearing eighty-foot shoes, it'd be the second weirdest thing we'd ever seen. That's because the weirdest thing by far is this game. *Wario Ware, Inc.* is nuttier than a fat sack of pistachios, and a damn sight more addictive as well.

It starts like this. Wario gets sucked into a boombox. Game one begins. Jump over a big potato. Done. Next, help a lady snort back in some snot. Done. Do a ski jump. Defeat Motherbrain in *Metroid*. Leap a barrel in *Donkey Kong*. Put out a fire. Shoot down a Space Invader. Overtake an F1 car. Get Link into a cave in *Legend of Zelda*.

And so it continues in a brain-busting barrage of GBA goodness. Get through to the boss encounter for each stage and you move up the ladder for a new selection of three-second classics. You're not told what to do, you just have to get on with it.

Wario Ware, Inc. is quick and it's all about your innate gaming reactions and skills. Which we've got loads of, right? Anyway, our first impressions are that it's a crazy mini-game extravaganza, ideally suited to a handheld.



WHAT YOU NEED TO KNOW

Q: If you can only play the games for a few seconds each, there had better be plenty.

A: Well, we haven't gone through and counted, but Nintendo puts the figure at over

200. It's not like you just play each game once though; higher difficulty ramps up the speed and throws new elements into the mix. The *Zelda* stage becomes a case of dodging more and more enemies on your way to the cave, for example. As the games come thick and fast, boredom is not an option. Mental breakdown, however, is.

Q: You keep talking about *Zelda* and stuff. Are all of the mini-games based on Nintendo titles? What's in there?

A: Many of the mini-games basically copy a Nintendo classic for three seconds. Playing through you get the same feeling of an interactive history lesson that you got from *Super Smash Bros. Melee*.

So far we've had. NES classics like *Super Mario Bros.*, *Metroid* and *Gunsmoke*;

The Legend of Zelda and *F-Zero* from the Super NES; *Mario Clash* from Virtual Boy; and a whole host of classic arcade games like *Donkey Kong*. These sit alongside original creations like *Nose Picking*, *Toast Grabbing*, *Skipping* and *Running Away So A Giant Glass Can't Come Down And Trap You*.

Q: Sounds like a good laugh. It would be wicked if there was a two-player mode. Is that too much to ask?

A: Competing for best scores in *Wario Ware, Inc.* makes for some cracking pass-the-GBA fun, but there are a few two-player games locked up in there. Typically they only use one button, so you take a shoulder each. A test of touch to see who can kick the chickens nearest the edge of a cliff, that sort of thing.



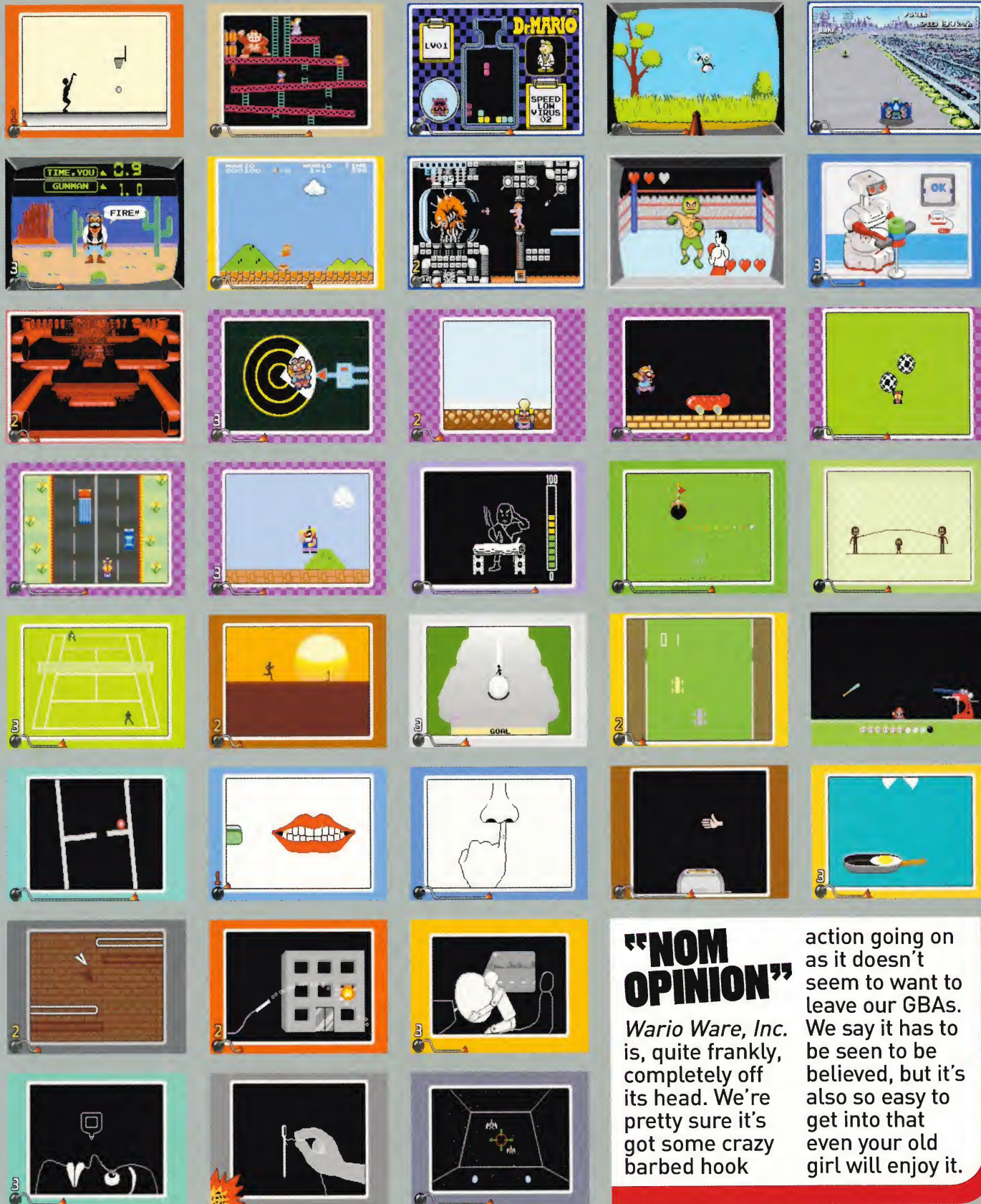
After leaving Radio One, David 'Kid' Jensen, was forced to spin the decks in Wario's basement



MINI-GAME MANIA

Have a gander at this lot. It's just a small selection of the games on offer and you're bound to see things here you haven't seen in ages.

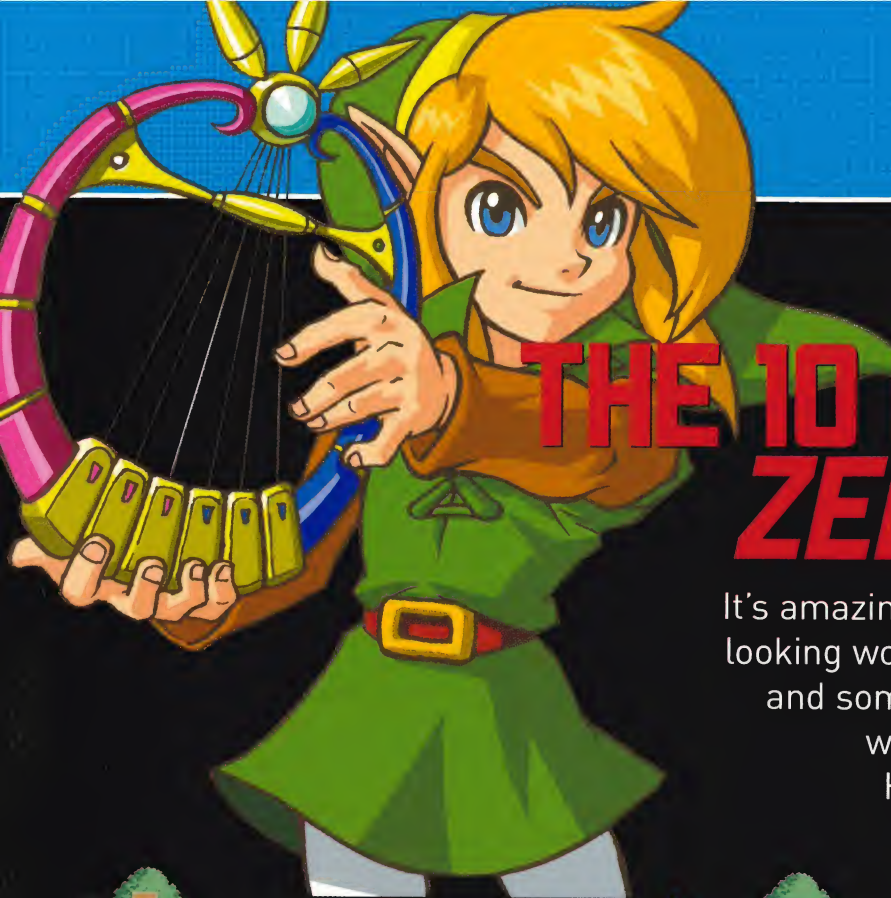
There's even a game based on the little known Virtual Boy title *Mario Clash*. Can you spot it? Go on, use your powers of sight...



"NOM OPINION"

Wario Ware, Inc. is, quite frankly, completely off its head. We're pretty sure it's got some crazy barbed hook

action going on as it doesn't seem to want to leave our GBAs. We say it has to be seen to be believed, but it's also so easy to get into that even your old girl will enjoy it.



NOM PRESENTS...

THE 10 GREATEST ZELDA ITEMS

It's amazing what you can find in an innocent-looking wooden chest. Sometimes it's money, and sometimes it's the kind of gadgets and weaponry James Bond would kill for. Here's our rundown of the coolest...



1 CIRCUS LEADER'S MASK, MAJORA'S MASK, N64, 2000

We checked at the local mask shop and masks that make chickens follow you don't exist. Link has one though. He dances a merry march and the baby chicks line up behind. That's technology we can't fathom.

DID YOU KNOW?

The *Legend of Zelda* on the NES was the first game to feature a battery back-up save system. Nintendo estimated the battery life to be five years, so you might get a nasty shock if you go to replay one you had in the loft.



2 TITAN'S MITT, *A LINK TO THE PAST*, SUPER NES, 1992

Look at your gloves. They're black and made from wool or whatever. Their special power? No cold hands while making snowballs. Until they get wet. Link's gloves let him lift boulders the size of a house. He wins, you lose.

DID YOU KNOW?

You can steal stuff in *Link's Awakening* on Game Boy. Go to the right of the shop and exit when the shopkeeper's not looking. Everyone in the game calls you THIEF from that point...



3 PEGASUS SHOES, *A LINK TO THE PAST*, SUPER NES, 1992

Link's Pegasus Shoes don't have an air bubble, but they do give the kind of athleticism Nike dreams about. With these, you can run at about a hundred miles an hour and even crash through walls.

DID YOU KNOW?

Actor and comedian Robin Williams is a massive *Zelda* fan. He even named his second daughter Zelda after the princess in the series.



4 GNAT HAT, *FOUR SWORDS*, GBA, 2003

Just when you thought they'd run out of crazy gadget ideas, the Gnat Hat cometh. Pop it on and you shrink to bug size. You're just a little dot on the screen. Hat off, hat on; big Link, tiny Link.

DID YOU KNOW?

As early as the first game, Link had a recorder, before moving onto flutes, harps and ocarinas in later years. In *The Wind Waker*, Link conducts music.



5 RICKY THE KANGAROO, *ORACLE OF SEASONS*, GBC, 2001

If you were trapped inside a Game Boy Color, you'd be looking for some security. Where better than in the pouch of a giant kangaroo that smashes people up with its gloved fists. Ricky runs and jumps like Colin Jackson. He rules.

DID YOU KNOW?

An elven boy from the forest takes on an evil lord who plans to marry the fairy queen and cast the world into eternal darkness. Nope, that's not a *Zelda* game; that's the plot of the movie *Legend* released in 1985 – a year before the first *Zelda*. Hmm...





BOOMERANG, THE LEGEND OF ZELDA, NES, 1986



The mighty bent stick is one of the most fearsome weapons in Link's armoury. There are few enemies in the game who can withstand a smack from it and you can also use the Boomerang to fetch out-of-reach booty. Plus, it's also good for impressing Kylie Minogue. Yes!

DID YOU KNOW?

In the original *Legend of Zelda* game, Link flipped between screens rather than the screen scrolling as he walked. There were a total of 256 overground screens to explore and an even more stunning 459 underground screens.



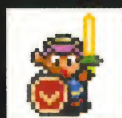
HOOKSHOT, A LINK TO THE PAST, SUPER NES, 1992



So, how are you going to get across that chasm there Linky-boy? You're certainly not going to fly are you, eh? What's that hook thing? Oh, you're across. What about me? Middle finger, huh? I see. I wish I had a springy hook thing like you.

DID YOU KNOW?

If you can resist typing in a swear word as your character name, you might get a nice surprise. Entering 'Zelda' in the first game opens up a whole new adventure and also changes the music in *Link's Awakening* on Game Boy.

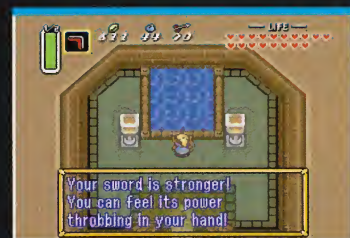


THE GOLDEN SWORD, A LINK TO THE PAST, SUPER NES, 1992

We could pick any sword really. The mighty two-handed Biggoron Sword from *Oracle of Seasons*, any Master Sword, the list goes on. Golden Sword wins because a) it's golden and b) it leathers everything.

DID YOU KNOW?

Link is getting healthier as he's getting older. In the first game, he had a maximum of 16 Heart Containers. By the time of *A Link To The Past*, this was up to 20.



EPONA, OCARINA OF TIME, NG4, 1998

It's a seriously beautiful place, but if we have to trudge across Hyrule Field one more time it's going to go off big time. That's where Epona comes in and you don't even have to clean up his poo. Good horse.

DID YOU KNOW?

The *Legend of Zelda* games have been merchandised in some interesting ways. Japan got a *Zelda* animated series and the USA got a *Zelda* board game and tasty *Zelda* breakfast cereal.



HARP OF AGES, ORACLE OF AGES, GBC, 2001

Link's a musical chap, but it's his Harp that is the coolest. One strum, and everything goes swirly. Link can then nip through time. Compare this with his Flute, which just makes a big feathery bird come. Weak.

DID YOU KNOW?

Nintendo's original plan for the first two *Zelda* games was to make them go on forever. Each time through, the dungeons would be scattered around in a different order.



Now it's your turn

We bet you disagree with some of our choices. So, instead of bottling it all up inside where it festers and grows until one day you end up shooting Tim on his doorstep, why not write and tell us first.

One lucky reader will win a year's subscription to *NOM* and a GameCube title of their choice. To enter, just tell us your favourite weapon and scribble 25 words on why you like it so much. Add

your name, age, address and home phone number then send it to: 'My Top *Zelda* Weapon', *Nintendo Official Magazine*, Bushfield House, Orton Centre, Peterborough, Cambs. PE2 5UW



ADDICTED TO GAMES

computerandvideogames.com

The essential resource for all Nintendo gamers

computerandvideo
GAMES
.com

■ 3,000 reviews ■ Cutting edge news ■ 12 million player rankings ■ Exclusive interviews
 ■ 26,000 cheats ■ 2,600 downloads ■ Hardware guides ■ 500,000 users ■ 40 formats

54 The waiting is finally over. Prepare yourself for the best GameCube game you can play.

REVIEWED 05/2003

NINTENDO GAMECUBE

- p48** *The Legend of Zelda: The Wind Waker*
- p56** *Conflict Desert Storm*
- p58** *Vexx*
- p60** *Baldur's Gate: Dark Alliance*
- p62** *Dakar 2*
- p63** *Outlaw Golf*
- p64** *Ikaruga*

Plus! *NHL 2K3*, *Frogger Beyond*, *Top Angler* and more!

GAME BOY ADVANCE

- p68** *Kirby: Nightmare in Dreamland*
- p70** *Crash Bandicoot*
- p72** *Lego Drome Racers*

Plus! *Phantasy Star Collection*, *Wing Commander* and more!

Nintendo®

REVIEWS

WE PROMISE THAT EVERY GAME HAS BEEN THOROUGHLY TESTED BY THE EXPERTS AT *NINTENDO OFFICIAL MAGAZINE*, AND WE ONLY REVIEW FINISHED UK VERSIONS

HOW WE SCORE

Games are now scored out of ten. Titles that score nine or ten out of ten will receive our new TNT (Top Nintendo Title) award.



10 **TNT: GOLD**
Gaming perfection

9 **TNT: MUST BUY**
Almost perfect

8 **HIGHLY RECOMMENDED**

7 **GOOD**

6 **AVERAGE**

5 **COULD BE FLAWED**

4 **POOR**

3 **DIRE**

2 **DISASTROUS**

1 **A DISGRACE**

What to expect from each game

Watch movies using the internet link

We always tell it to you straight

You'll know if it's for GC, GBA or GBC

Number of players, sound support, memory blocks (GC) and carts needed (GBA)

What box to look for in the shops

How much, when it's out and who is publishing it

The biggest and best screenshots

Best and worst aspects of the game

Is it worth it? Is it fun? Will you be on it for ages?

Games are scored out of ten, instead of 100%

HOW OUR OFFICIAL REVIEWS WORK



www.nintendo.co.uk

An average day on Outset Island is disrupted as a young boy's sister is kidnapped by a nasty looking giant bird. The boy puts on some distinctive green clothing, draws a sword and so begins an amazing adventure.



1 Player
12 Blocks

Price:
£39.99

Release:
3 May

Publisher:
Nintendo



☐ Say hello to the only talking boat in the world, Mr Red Dragon



☐ Are you looking for some of the best boss battles in history?

LEGEND OF ZELDA: THE WIND WAKER

ONE LITTLE BOY VERSUS A WORLD OF MONSTERS. IT MAY SOUND LIKE A NIGHTMARE, BUT IT'S A DREAM COME TRUE.

Nintendo are so predictable: a new *Zelda* game arrives in spangly gold packaging, you slam it into the machine, your brain tingling with anticipation... a familiar musical fanfare blasts out and you hit start. What follows in the next few hours is a joyful and absolute vindication of why you chose to interact with images on a TV screen instead of just watching them. Pretty much same as always.

The simple truth is that *The Wind Waker* is one of the most enthralling, surprising and downright exciting video games there has ever been. We seem to find ourselves saying that every time Link ventures out on whatever platform, but Nintendo has vaulted a massively high bar of expectation here and is still climbing into the stratosphere.

But do a rewind back to the Japanese games show *Spaceworld* in 2001 and that didn't seem likely. A cartoon Link was unveiled, contrasting with the more realistic image shown the year before. Internet forums hit melting



► point with the bickering and Nintendo's own survey found gamers demanding it had to go.

But it didn't and the vindication of exactly why that was will be perched enticingly on shop shelves come 3 May. The new visual style makes *Zelda* even more fantastical and completely detached from reality – exactly where you want to spend time. Looking at it now, *Ocarina of Time* looks dated; *A Link to the Past* on GBA does not. Why? Because it paints another universe. A universe of primary colours – *The Wind Waker* shares that sense of style.

It's an amazing looking game, there's no debating that. Cel-shading's been done to death in games before

now, but the look here goes way beyond thick black lines around everything. This looks like a cartoon. It moves like a cartoon. Cel-shaded is an easy label to slap on an average game, but this goes beyond anything you've ever seen before.

Every enemy lumbers with a suitably comic-yet-threatening gait. Every sword hit connects with a massive flash. Slain enemies explode into billows of beautiful purple smoke. That's all easy stuff, but Nintendo has really innovated in making a cartoon look 3D. The horizon is always in soft focus, giving immediate depth of field. You initially want everything to be pin sharp, but that would be 2D; the world here is gloriously three dimensional.



□ Kill an enemy and its weapon is yours. But know your limits...



He's smirking now, but he'll have an arrow in his eye shortly. Have it!



WHO'S BETTER? WHO'S BEST?

It's a pointless argument. Is *The Wind Waker* better than *Ocarina*? Who cares! If you get yourself down to the shops on day one, you'll bag both of them in the same box. Then you can make up your own mind.

Two of the best games ever for £40 is amazing value, even if you know *Ocarina* backwards. The secondary *Master Quest* game on the *Ocarina* disc takes a familiar adventure and shakes it up a bit: rooms that you could previously go straight into have their doors barred over; chests appear in different places; and even more puzzles are shoehorned in to catch you off guard. Any *Ocarina* fanatic is going to want to crack it.

Graphically *Ocarina* has been slightly sharpened up, but it can't help but look drab compared to the radiant beauty of *The Wind Waker*. The controls don't feel as fluid either, but overall it's aged supremely well.



□ *Master Quest*. Home of the brave. Up for it?



□ Link has a way with the birds. Buy 'em dinner, crack their heads with a hammer



□ We imagine the Chelsea Flower Show is something like this. Truly a horrible place



Battle erupts with flashing steel and clouds of smoke

You are free to roam as you wish. There are no annoying invisible walls to contain your adventure here, friends.

Look at the pictures on these pages. That's exactly how this game looks. No need to concentrate on the 'good bits' here to make the pages look brilliant: practically every picture we took was good enough to be printed out poster-sized and hung in the Tate Gallery. It's a work of art.

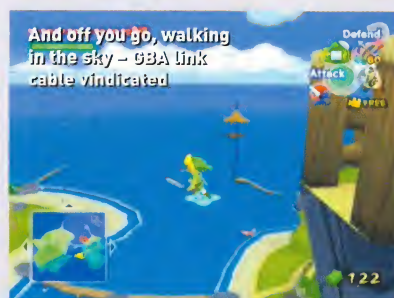
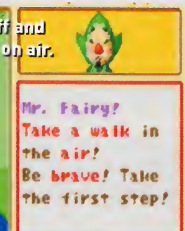
You're immediately drawn in and believe us, you're staying in. Forget what Link has to do, from the first second you're moving around it's all about what *you* have to do. It's your adventure and it's so immersive you almost focus in beyond the man on the screen. You push the blocks around. You crane your neck in the dungeons looking for a vital clue. *The Wind Waker* is an incredibly cinematic game, but it casts you as the star, not as someone crunching on popcorn in the front row of the cinema.

There are only a couple of occasions when you're forced to read a lot of explanation as the backstory pads out, but instead of tapping **A** relentlessly you'll hang on each and every word. Certain revelations about the characters will blow the top of your head off. Obviously, we're not going to wreck it for you, but you just might get a sense that a fairly central character to the game isn't around that much. At all, in fact.

We ploughed most of the way through the Japanese release a few months back and the story was lost on us; we blundered from place to place. The English language version gives you fairly clear pointers on where you need to go next. That surprised us a little, but it shouldn't have: *Zelda* games aren't about getting lost. Adventurers don't sail for hours and not get anywhere. You're ushered along from dungeon to dungeon and it's there, out of the reach of sunlight, where the *Zelda* DNA is most prominent.

FEEL THE TINGLE

Nintendo is ultra keen for games to utilise the GBA link-up, but you get the impression the cable could have been invented for this game alone. Give Tingle a call with the in-game Tingle Tuner and your GBA flickers to life. As well as dispensing information, Tingle can have a dramatic effect on Link's progress in the game.



"NINTENDO HAS VAULTED A MASSIVELY HIGH BAR OF EXPECTATION HERE."



NINTENDO
GAMECUBE

“YOU’RE IMMEDIATELY DRAWN IN AND BELIEVE US, YOU’RE STAYING IN.”



► There are puzzles. So many puzzles. The relatively simple task of crossing an unassuming room is turned into an intellectual test. It might only be as simple as throwing water into lava to make a solid crust to walk on – it might occur to you instantly – but the mere fact that you do it makes you feel like you’ve accomplished something. You’ve found no treasure and yet the sweetest feeling is all over your brain.

Of course the puzzles that actually earn you something are much tougher, but you always feel a solution is within you. This is a fair game. It puts the tools in front of you and lets you get on with it. You may try out various theories before hitting on the answer, but you can never mess it up – *Zelda* games are brilliant like that. If you’re under time constraints, it’s obvious. If you mess up, just try again. You *will* get there.

You’re at an obvious advantage if you’ve played a *Zelda* game before. You’ll know to try and slay everything in a room if it looks like a dead end, and you’ll have an eagle eye for suspicious floor tiles. The other golden rule is that you don’t get given something like the Boomerang in a dungeon for a laugh; it’s not just to make you look more like Rolf Harris, it’s going to be a vital part of your armoury from that point onwards. Absolutely indispensable, in fact.

Every new *Zelda* game chucks a few new toys into the arena and you’ll wonder how you coped before

HIDE AND SEEK



Simply concentrating on the main quest, *The Wind Waker* will take ages to clock. But it’s not that simple. As soon as you show up, everyone wants a piece of you. There are stacks of fun side quests you can get involved in, as well as heaps of lost treasure to find. And here’s a look at one of them...

☐ Boys playing truant from school. They won’t go back unless you beat them at hide and seek



☐ You start to scour Windfall Island to find the little blighters, but it’s pretty tough

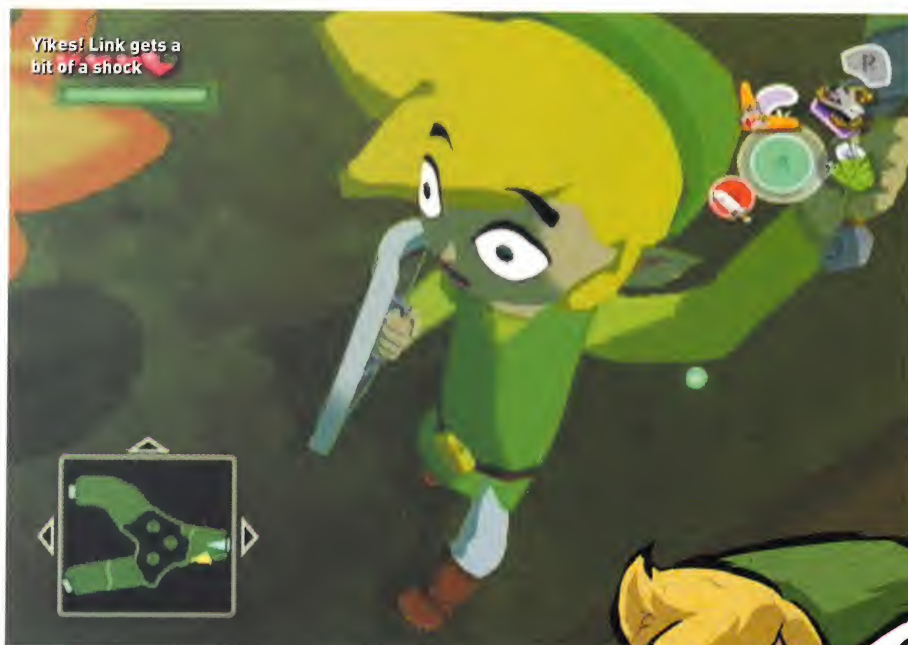


☐ We’re not saying where they all are, but you might want to get the Telescope out



□ These guys are armoured, so you've got to get through that before they die

"THE SOUND OF YOUR ATTACKS WILL SHOW WHETHER YOU'RE A MASTER SWORDSMAN."



□ An ice slide! Slide down on your ass, just like in Mario 64. This game truly has it all



□ Link pulls a face that can only be described as a Dirty Winky



□ See what we did? Shrouded the identity of one of the big enemies in the game so you'd have to play it to confirm your theory. Do it



without your Tingle Tuner, Deku Leaf and Wind Waker. That last one is the link into the musical theme, as you swish the baton around to conduct magic tunes. It's exactly the same principle as playing the Ocarina, only you tilt the C-Stick to simulate a conductor's hand movements.

The timing of the notes feels odd at first, but this isn't rhythm action we're talking about. Hold the C-Stick in the direction of the first note, then change it once it's been played; you don't need a rhythm as such.

The much-discussed new stealth direction is a bit of a red herring. The first mission proper

has you sneaking around a fortress with spotlights dancing across every open space; you have to stay in the shadows, creep around inside barrels and strategically plot your movements to get through. Aside from a couple of mini-quests, these are skills you might never employ again, but while you are it's a unique experience for a *Zelda* game. You fear being discovered as you're unarmed. You're cautious and worried, but that evaporates as soon as you're back holding a good, sharp sword.

The combat in *The Wind Waker* borrows the lock-on from



❑ There's still no jump button; Link leaps automatically when required

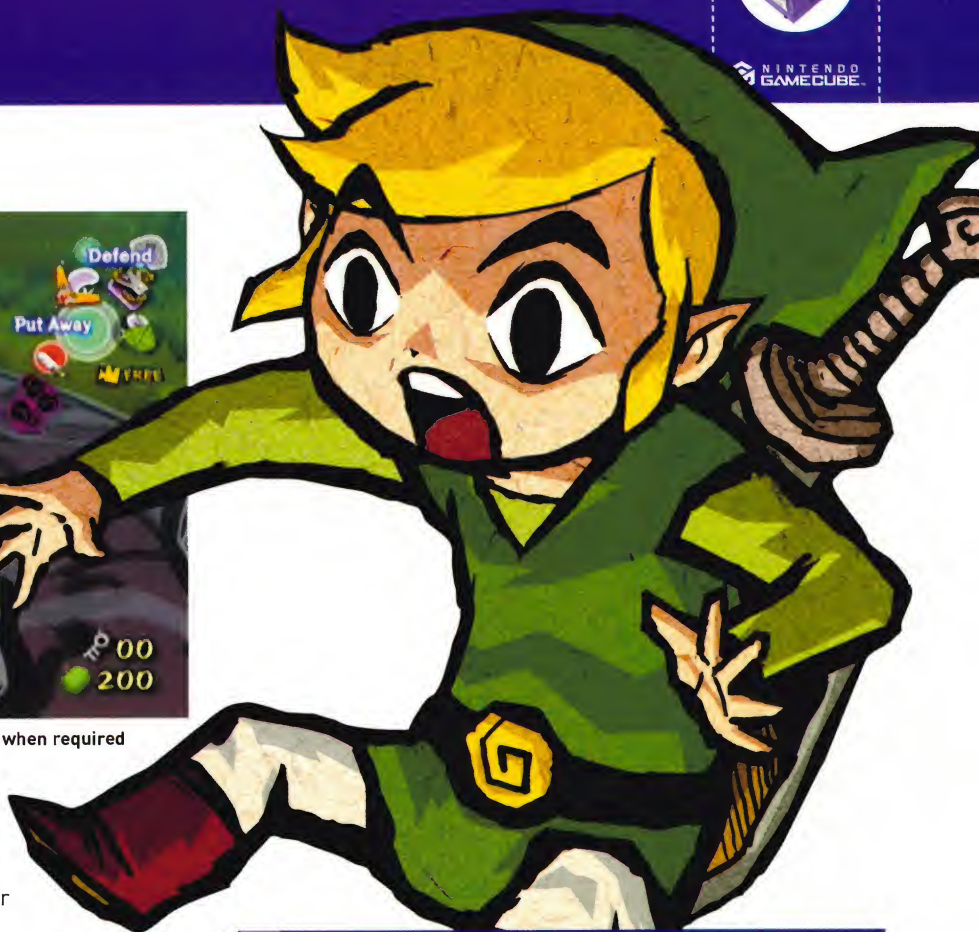
► *Ocarina of Time*, so you'll slip right into it. The stroke of genius is that every hit you land in an attack sounds a dramatic note, so a prolonged combo will bust out a menacing little attack symphony. It's worth practicing. The sound of your attacks will show whether you're a master swordsman and you get plenty of opportunity to practice. One fantastic sequence has you taking on a whole hall packed full of hostile adversaries. Some of them requiring a brute force attack and some needing a bit of guile to snip off their armour before smashing into their prone bodies.

It's here you really have to get to grips with the camera control. Nintendo, it seems, has given up on automatic camera control. *Mario 64* and *Ocarina of Time* on N64 tried to direct the action for you, but it could never be perfect. Tweaking that C-Stick as you play becomes second nature, as you pan out and spin for a better view. You can get away with being sloppy early on, but the bosses will destroy you if you aren't looking around correctly.

Can you remember a *Zelda* boss you thought was slightly disappointing? No? Well, you'll still be looking after the credits roll here. Most of these guys fill the screen, and carry an awesome amount of menace. If that sounds at odds with the visual style, check out the vicious boss of Forest Haven, or the chilling, shrieking undead on Headstone Island.



Any closer and you'll see his cel-shaded nostril hair...



THE WATER BOY

You'll be spending a lot of time on the ocean. Flesh out your sea chart, or it's going to be damn near impossible to find your way around.

❑ Get out that Telescope and track down the fish – there's one in every map square



❑ Roll up close and scatter some bait. The fish shows his gratitude by drawing on your map



❑ There are a lot of squares to fill in, but don't worry, you can do it as you go along



❑ Watch out for glowing rings on the ocean's surface at night



❑ Cruise up to the spot and drop the grapple hook. What is this?

EXPRESS YOURSELF

The brilliant benefit of the cartoon look in *The Wind Waker* is that Link's emotions are etched on his face at all times, from joy to

horror and everything else in between. Here are a few of our favourite Link expressions...



☐ A determined Link kicks some ass. That's his fighting face



☐ Well, you'd be surprised at a talking boat, too. Extremely, in fact



☐ Clang! Link gets a shock hitting a rock. This one cracked us up



☐ Walking braced against a vicious wind with teeth bared

The dungeon designs are brilliant and the guardians are just as impressive, but you'll be spending a lot of time above ground too and more still in your sailing boat. Out on the ocean you get the first taste of what an enormous game this is. The sea chart is broken up into 49 sectors, each one of which has at least one island or location of interest. Sailing from one end of the world to the other is going to take about 15 minutes real time, but there's plenty to occupy you on the way.

Each square is home to fish, who dispense invaluable game advice and fill out your blank sea chart in exchange for a bite of tasty bait. Sharks and octopuses want to take your boat down and there are also explosive barrels to slow you down. You could get sidetracked into a boat race, or disappear up into a whirlwind; in fact, whirlwinds are key to crossing the ocean quickly. That's something you'll do well to work out in a hurry.

Each island in the world can be circumnavigated on foot pretty quickly. You'll hit the vibrant trading island of Windfall early on, and that's one of the largest.

It might not be massive, but it seems like everyone there has a mini-quest they want you to undertake. The dungeons are massive though; you drop into a small hole and it's like a whole new world down there every time.

But you must be wondering how long it all takes to get

through – for some people, that figure of hours playtime is the most important thing. Well, even if this game was 15 hours long it'd still rate as an essential purchase. We kept expecting it to end, because everything seemed so perfect and focused; there isn't the stupid rambling that Rare used to pad out their games, it's genuinely thrilling the whole time. Well, the good news is it didn't end quickly. We reckon an average gamer is going to rack up 30 hours before they see the end, which would be fine if it ended there.

But it doesn't: part of the brilliance here is that everyone else seems to have a quest besides you; it might be as simple as a hankering for a few fancy necklaces, but you're always invited to help out. Some are going to divert you off the main quest for a good couple of hours.

Others, like the hide and seek on Windfall Island, are a cracking half hour distraction. Then there are the five-minute mini-games like Battleships, Tile



NINTENDO
GAMECUBE

- Puzzles, Target Shooting and Mail Sorting that you'll keep coming back to chasing higher scores. But only if you can drag yourself away from taking photos, chasing the fabled Ghost Ship and searching for treasure at sea with your grappling hook.

There's so much to do it's absolutely ridiculous. There's weeks of play in this if you're going to try and ace the whole thing. Weeks. And that's before you get into the whole bonus disc scenario. We've talked about this elsewhere on these pages, but the basic question is this: Is £40 too much to spend on a couple of the greatest adventures in the history of video games?

With this and *Metroid Prime*, GameCube suddenly plays host to two video games that will go down in history as some of the finest ever created. *Metroid Prime* is slightly more adult than this, but *The Wind*

Waker is cast iron U-rated classic. Actually, make that a PG; there's some nasty fighting in there.

You've got to have this, it's that simple. Games this good don't come around all that often. Okay, that's two in two months now, but it doesn't usually happen that way. It's not by accident that this comes in a gold box and on a gold disc – it's a 24-carat classic. This is what video games are supposed to be like. **Dean Scott** NOM



VERDICT



There's no stopping
Link's spinning
sword attack

200

GOOD	■ Looks amazing, sounds great, plays brilliantly. It doesn't get any better.
+	■ The puzzles are absolutely inspired and the action never lets up.
BAD	■ A lot of the same characters and objects as before. But does that matter?
-	■ If you're skint, you won't get to play it. But that's just a hard fact of life...
FUN	Fun is what this game is all about. As much of it as you can handle.
VALUE	Two of the best games ever for 40 sheets – the best value ever, ever, EVER.
LIFE	A massive main quest and stuffed to bursting point with mini-quests.

You have to have this. It'll bring joy into your life and make you feel like you're starring in the greatest story ever told. It's the reason you have a GameCube.

10

LOG ON

www.conflict.com

IN BRIEF

Based around real events that took place in the 1990-91 Gulf War, *Conflict Desert Storm* immerses you in the world of the Allied forces. The action is wide and varied, and also rock hard, but if you're into military combat this is all you'll ever need.

DETAILS



DOLBY
SURROUND
PRO LOGIC II



1-4
Players



8
Blocks

Price:
£39.99

Release:
18 April

Publisher:
SCI



☐ Someone should have told him the fashion police were about



☐ We're all for being careful, but there's nothing there, man!

CONFLICT DESERT STORM

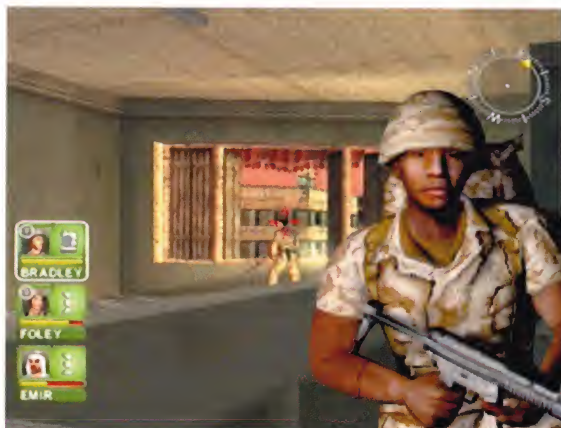
LEAVE YOUR POLITICS AT THE DOOR, LADIES, *DESERT STORM* IS A GAME THAT DESERVES TO BE PLAYED TO DEATH AND BACK AGAIN.

In August 1990, moustached madman Saddam Hussein ordered his troops into Iraq's tiny neighbour, Kuwait, prompting UN intervention and thus starting the 1990-91 Gulf War. *Conflict Desert Storm* places you squarely in the shoes of front line Allied soldiers during the attack, attempting to find and destroy enemy targets. We don't mean to be cynical, but were they waiting for Dubya to press his big, red war button before they released this? Hmm...

From Basic Training through to the final mission, everything in this game is based on pure fact. SCI even called upon the advice of former SAS Sergeant Major, Cameron Spence to ensure total accuracy.

This attention to detail also means that *Conflict Desert Storm* is as hard as nails to

'What's that, a Scud?' Just like the real thing, sandstorms can mean trouble – and cover for your troops



☐ Wait until he wonders why his ears are burning, then shoot them off



NINTENDO
GAMECUBE

❑ Front line fun – you and your mates can get together and recreate *Three Kings* in the comfort of your own home

- beat. If you want to play this game properly – i.e. take down enemies in a stealthy manner rather than racing around the desert with a gang of Iraqis turning you into a blood-leaking colander – you'd better be prepared to work damn hard.

Of course, for many hard equals good and *Conflict Desert Storm* certainly is that. The training missions kick things off nicely and they'll teach you about basic movement, standard firearms and special weapons. You'll also learn about one of the most important features of the game – team play.

You can control up to four soldiers at a time, including yourself, and place them in strategic positions throughout the levels. You also have to make sure that they remain healthy; lose one battle-seasoned officer and he'll be replaced by a no-good rookie with all the battlefield expertise of a boy scout.

In order to progress through the game you'll need a lot of control – and you get it. There are tons of different actions to be learnt, especially when you need to order your team-mates around. It does get confusing at times, but if you didn't get to take total charge of your squad



'GIVE ME THE OOFING SNIPER RIFLE!'

Conflict Desert Storm has four-player support, allowing you and three others to take Saddam's forces to the cleaners. Each team member has specialist skills and everyone always wants to be the sniper. If you're sensible then you'll make rational, tactical decisions; if you're like us, you'll race around the levels and charge money to sew your mates' legs back on.



❑ Buy British – you'll shoot straighter

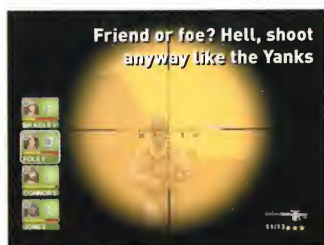


❑ Player One is clearly the nutter here

One mini-game features getting sand out of your gun barrel



Friend or foe? Hell, shoot anyway like the Yanks



and all of its movements and actions, the game would lose much of its appeal.

Immersing you further in the world of the soldier is the inclusion of Dolby Pro Logic support. If you're lucky enough to have a set-up that includes this then your ears are in for a treat as the bombs and bullets whizz around you and the Allied bombers swoop down from above.

Sadly this quality isn't reflected in the graphics, which are a bit rough around the edges. That said, there's so much going on that this can be excused, but if you like your games to look as good as they play then you'll be disappointed. **Dominic Wint** NOM

VERDICT

GOOD	■ You'll need every ounce of observation and intelligence to complete this game.
+	■ The A.I. is good, meaning you're not stuck wet-nursing a bunch of idiots.
BAD	■ It's hard. If you're not in the mood for hard-core gaming you'll switch off quickly.
-	■ It looks pretty bad in places with very blocky vehicles and angular characters.
FUN	It's not 'fun' exactly, but it is enjoyable – and taxing and time-consuming.
VALUE	Much better than <i>Ghost Recon</i> – this is the best combat sim on GameCube.
LIFE	Three difficulty settings, multiple ways to finish missions and a four-player mode.

If you like your combat gritty, realistic and tough as old army boots then *Conflict Desert Storm* is just the thing. If you want a quick fix, look elsewhere.

8



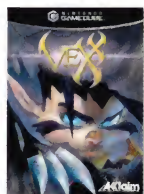
LOG ON

www.vexxthegame.com

IN BRIEF

Grandson to a murdered grandfather, Vexx is seeking revenge on the Dark Yabu. Escaping from the Yabu prison camp, he finds a pair of Astani BattleGauntlets – now the vengeance can begin...

DETAILS



DOLBY
SURROUND
PRO LOGIC II



1 Player



2 Blocks

Price:
£39.99

Release:
Out Now

Publisher:
Acclaim



Looks kind of like Wolverine's baby brother from here

VEXX

JEEPERS, CREEPERS, WHERE'D YOU GET THOSE INCREDIBLY SHARP GAUNTLETS? VEXX IS VERY ANGRY, YOU HAVE BEEN WARNED, FOLKS.

If you were taking on a mighty army, having a pair of razor-sharp claws attached to your hands would be an advantage – and it's one that Vexx possesses. When his Grandfather is slain by the evil Dark Yabu, Vexx swears revenge. You can help him get it.

What follows is an adventure through some luscious levels

and plenty of clever puzzles, leading to a few head-scratching moments. The action is boosted by an emotive soundtrack that really adds to the atmosphere, but the sound effects are not so great and the enemies sound like constipated cattle.

But your progress is hampered at times by an often shocking camera that fails to

track vital sections of the game, especially when you need to make accurate jumps.

It's difficult not to like Vexx, there are many nice elements and the levels are varied. The weak link is the camera positioning that mars many sections of the game. Try before you buy. **Dominic Wint** NOM

VERDICT

GOOD



- Vexx looks vast and this is accentuated by the emotive soundtrack.
- The puzzle-solving elements are great and you can backtrack to find new stuff.

BAD



- That camera. No amount of C-Stick action can help you on some sections.
- The enemies are poor and make very strange noises when you batter them.

Get over the camera problems and Vexx is an epic adventure with some cracking levels and puzzles. But if you can't, the frustration just may prove too great.



□ It's always nice to see an underwater level, even if you are being chased by some hideous fish-thing



□ Look at the depth!



□ He looks angry now...

NINTENDO
GAMECUBE

SUPERMAN: SHADOW OF APOKOLIPS

Why must superhero games be crap? It's a question that plagues the gaming world and *Superman: Shadow of Apokolips* fails to answer it.

Based on the *Superman* cartoon on TV, *Shadow of Apokolips* has a variety of missions like combat, flying, stealth and search-and-rescue.

Graphically it remains faithful to its inspiration, featuring cel-shading. But compare it to *Zelda* and *Superman's* graphics seem bland and uninspiring.

And the game itself is boring. Once you get over the initial thrill of being able to fly you realise that there's no real excitement. Added to the boredom are some seemingly impossible button-bashing sections requiring arms of steel to overcome them.

Shadow of Apokolips is disappointing from the word go. The idea is right, but it's all carried off in such a half-arsed way that it fails to capture your imagination. **Dominic Wint** NOM



☐ Comic book-style or bland? We reckon it's the latter and we expect you to agree with us

☐ As if saving the world wasn't enough, Superman had to clean his own statue, too

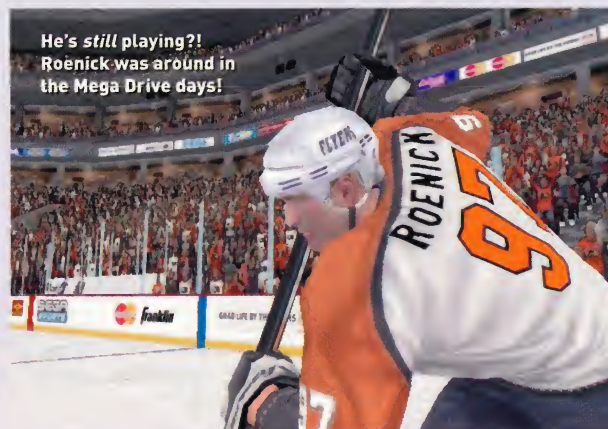
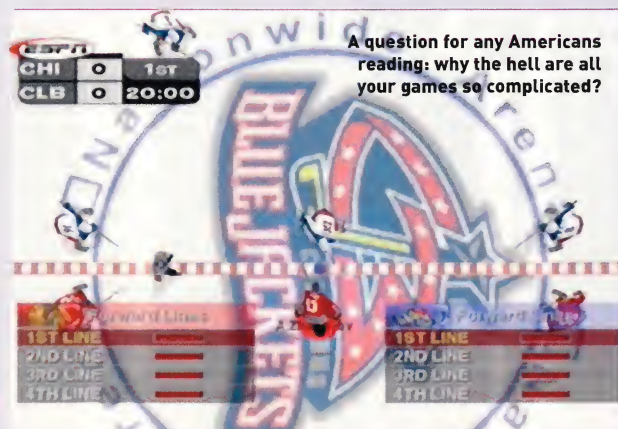
☐ Oooh, that Spandex! Watch out, ladies, you can see right up Clark's cape from here...

NHL 2K3

It's update time again as Sega Sports brings another American pastime to GameCube, this time in the shape of ice hockey. And if looking like a sofa and whacking a piece of plastic around an ice rink is your thing, then this is the game for you.

All of the rosters and teams are up to date and you can play Exhibition matches, Seasons and even a Franchise mode where you get total control. And it's all topped off by expert commentary from the ESPN team.

The action is fast and furious, but if you're not a fan you may get confused by all of the icing and Offside decisions that occur. Control is tight though and the games zip along at pace. Player detail is also good and everything looks like it would at a real hockey match. If you're into hockey, it's worth a look. **Dominic Wint** NOM



www.vugames.com

Journey the Forgotten Realms in a battle to expose evil and save the town of Baldur's Gate from destruction in this sprawling third-person RPG. Who said *Dungeons and Dragons* was for geeks?

BALDUR'S GATE: DARK ALLIANCE

THE GRANDDADDY OF ALL RPGS GETS A CONSOLE RELEASE, BUT FALLS A BIT SHORT OF DOING DOUBLE DAMAGE. NO TANK-TOPS REQUIRED HERE...

Before *Zelda*, before *Final Fantasy* and before *PSO* there was *Dungeons and Dragons*, an RPG that took all that was good about the Tolkien-style fantasy world and blew it wide open, creating a living, breathing environment that you could explore with only the aid of some pens, paper, dice, a few friends and your imagination.

Indeed, you may have seen or been one of these people who furtively coveted their eighteenth-level Magic User until they were chomped by a vengeful Dungeon Master posing as a dragon. Serious stuff.

Or it was until *Baldur's Gate: Dark Alliance* came along, because far from being a game for frail, pale males hunched over dice in their whiffy bedrooms, *Dark Alliance* has more in common with hack-'em-ups like *Gauntlet* or EA's *LOTR: The Two Towers*.



□ Don't leg it from the lizard men, turn around and give them a good, hard slap



□ The bigger they come, the harder...



□ ... they fall, dragons or frost giants

What makes *Dark Alliance* better than the average hack-and-slash adventure is its use of the third-edition *Advanced Dungeons and Dragons* rules and its compelling story line. But while it may well faithfully stick to the *AD&D* gaming system, everything moves so fast that you won't even notice how much damage you're doing or whether you've rolled unsuccessfully to find a trap before it blows up in your face. Is it progress? We're not sure – it may claim to be the ultimate use of the rules, but they're so buried that sometimes you feel you could be playing any old RPG. There are many recognisable *AD&D* elements, though, such as the vast array of weapons and armour that is yours to purchase or pillage. And you'll have to use the right combination of armour and magical items if you want to survive.

Of similar importance is your choice of character and, while you can initially only choose from three – an Elven Sorceress, a Dwarven Fighter or a Human Archer – they do each offer a different approach to the quest; for example, the Sorceress is weedy at the outset, but becomes the most powerful as you gain Experience Points. *Forgotten Realms* fans will be well pleased with the unlockable fourth character.

The basic premise is tireless – you arrive in Baldur's Gate and are robbed, like most



1-2 Players
30 Blocks

Price:
£39.99

Release:
25 April

Publisher:
Vivendi



□ Whatever you do, don't ask him what he's got under the counter, believe us

NINTENDO
GAMECUBE

❑ Pick up Rusty Warhammer?! Okay, where is he? That guy sounds like a fat, bearded country and western singer

► tourists, before you've even had time for lunch. Help is at hand though and you'll quickly learn of evil afoot in the city.

Controlling your adventurer is a cinch and, bizarrely for a game of this type, there is a jump button, allowing for some rudimentary platform elements. The battles are simple yet satisfying, consisting of getting within melee range of an opponent and whacking **A** until it's dead, or using a ranged weapon or spell. The game isn't particularly tough, but there is a lot of it – the Recall potions, which take you back to a Safe area are plentiful, even in Hard mode, and the timely use of Healing and Rejuvenation potions means you'll stay fighting fit for as long as you have them. What's more, save points are close together and this gives you the

impetus to carry on playing into the night.

Dark Alliance also offers a fun multiplayer mode as you team-up against foes and scrap for treasure. This comes across a lot like *Gauntlet*, but this time you'll want to play it for more than five minutes.

The visuals in *Dark Alliance* range from functional to pleasing, with the latter mainly reserved for the spectacular spell effects and nice environmental touches, such as rippling water and reflective floors. The locations are well realised, monsters are solid and well animated, and for once there's a camera system that works. The sound is good with stirring background music and excellent voice overs.

However, the game is let down by a conspicuous shudder in the frame-rate. This

FEATS GET ME OUTTA HERE

Instead of casting spells, or gaining abilities in the usual *AD&D* fashion, *Dark Alliance* has you spending points to enhance your abilities every time you gain an experience level. Once purchased, spells and Feats can be used, usually in combat, but you'll need Mana (energy) if you want to keep using them. There are also inactive Feats that help you do more damage or block enemies.



❑ The Underdark erupts with magical energy

isn't good enough, because it ran perfectly well on the PS2 and should therefore run better, if not at least as well, on GameCube. It probably won't spoil your enjoyment of what is a very good game – but it reflects quite badly on the developers who either made errors in the porting process, or just plain couldn't be bothered to spend the time doing a decent job.

You won't be troubled by a 300-page *Dungeon Master's Guide* here, but while the game is a more fluid, console-friendly experience – *AD&D*-lite, if you will – it loses much of the complexity and character development of the original RPG and its PC versions. *AD&D* fans may feel short-changed, but it's more accessible to everyone else. **Kingsley Singleton** NHM



❑ One flaming long sword meets one fat little spider face – the perfect combination, we're sure you'll agree

VERDICT

GOOD	■ An absorbing, lengthy adventure that'll have you falling in love with the Realms.
+	■ The range of weapons, equipment, Feats and spells is first class.
BAD	■ The frame-rate is pretty clunky, especially when the screen fills up.
-	■ You can't create your own character from scratch and it's a party of one.
FUN	It's genuinely absorbing in one-player and adventuring with a friend is good fun.
VALUE	It's big and there are a few areas to unlock, but nothing to write home about.
LIFE	Once you've saved the Realms, you can start again with a different character.

Deeper than *LOTR: The Two Towers*, but not as iconic, *Dark Alliance* is one of GameCube's most rewarding RPGs. Shame about that frame-rate, though...



LOG ON

www.
acclaim.co.uk

IN BRIEF

The Paris-Dakar Rally is one of the most gruelling events on the racing calendar. Dakar is in West Africa, you see, so it's not just like popping down to the shops. There's a lot of desert to drive across, but just as in the real race, motorbikes and trucks are allowed in as well as regular cars. And there's a lot of off-roading involved, so get your rally hat on.

DETAILS



1-2
Players

7
Blocks

Price:
£39.99

Release:
Out Now

Publisher:
Acclaim



❑ The motorcycle handling is weak



❑ The first-person view – you don't want to go under that truck, mate

DAKAR 2

IT'S A LONG WAY FROM FRANCE TO SENEGAL. BETTER GET THE CRISPS IN AND BRING THE GBA.

I imagine playing I-spy games on your journey across the Sahara while doing the Dakar Rally: 'Something beginning with... S'. 'Sand?' 'Yes. Your turn.' 'Um, something beginning with... S.' 'Sand?' 'Uh-huh'.

This game is more interesting than that of course. The slippery rally handling feels good and it all whooshes past your eyes at a rate of knots. That's the basics nailed then, but it sort of gets a flat tyre at this point. On the muddy courses it's hard to

see the edges of the course, especially in the shady areas. The arcade mode is a bit too easy and could do with more than four cars on the track. This means you see all of the twelve courses on offer pretty quickly.

As well as rally stages there are *Smuggler's Run*-style navigation events to complete, as you play through the Career mode. And an unexpected highlight is the downloadable GBA games. They're basic top-down racing, but a bonus all the same. **Dean Scott** MOB



❑ Hardly the sort of vehicles you dream about driving, are they? Unless you're an oddball, that is



VERDICT

- GOOD**
- The handling works well, so you'll soon be doing powerslides and fastest laps.
 - The GBA link-up games are more fun than you'd expect from a freebie.
- BAD**
- It can be frustrating when you hit banks and cambers you couldn't even see.
 - It's short. Twelve tracks is your lot and the difficulty is pretty low overall.

This drives pretty nicely, but the Dakar Rally isn't the sexiest race in the world. You could easily see every course on offer in a day, which is a bit weak.

6

NINTENDO
GAMECUBE

LOG ON

www.tdk-
mediactive.com

IN BRIEF

Mixing the pleasure of a day down at the doglegs and completely over-the-top commentary and golfers, *Outlaw Golf* brings a new lease of life to the world of Pringle sweaters. With *Tiger* to beat it won't be pretty, but can these golfers pull off the biggest upset the golfing world has ever seen?



☐ Let's face it, if BBC2 were broadcasting half-naked lady golf we'd all be watching – but it'd probably give Peter Alliss a heart attack



☐ We've seen all manner of birdies, but this one would probably be thrown off most golf courses. Wonder what her Stroke Play's like...

OUTLAW GOLF

BEAT UP YOUR CADDIE, TAKE OUT SPECTATORS AND FLIRT WITH THE LADIES. OH, AND TRY AND TOP THE LEADERBOARD WHILE YOU'RE AT IT.

Forget golf as a genteel sport played by old men at the crack of dawn – *Outlaw Golf* has just blasted that theory right out of the water thanks to foxy ladies wearing next to nothing and full-blooded scraps on the fairway at the touch of a button.

Taking the same spin on sports sims used by the likes of the *Hitz* and *Blitz* games, *Outlaw Golf* still uses all the rules of golf, but throws in some funny, over-the-top commentary and *Mario Golf*-style power drives if you hit the sweet spot off the tee.

Avoiding the rough and mastering the greens will raise the bar on your

Composure meter, but cock it up and it'll bomb. To stop you stressing you can top it up if you've got an Outlaw token. These allow you to bruise your cowering caddie with some ultra-satisfying knees to the face, kicks to the head and punches in the gut.

As golf games go it's got the usual Tour and Exhibition options, and there are Skins matches you can enter, too. There's also a wealth of unlockable characters in addition to the starting four to add a fair bit of replay appeal.

Outlaw Golf is way over the top, but it's funny for a change and in no way does it take itself too seriously.

And with an addictive golf game just under the bombastic surface it's certainly worth a punt, especially if *Tiger Woods PGA Tour 2003* is too tame for your liking. **Tim Street**



☐ Teeing off is tough enough without a big fat mullet to contend with as well

1-4
Players5
BlocksPrice:
£39.99Release:
18 AprilPublisher:
TDK Mediactive

☐ 'The next person to cough when I'm putting will find my club up their ass'

VERDICT

GOOD



BAD



■ Laugh? We nearly wet ourselves and you will too. Very excessive, but still very funny.

■ Underneath the comedy, this is still an addictive golf game with a load of options.

■ Putting is a hit-and-miss affair – you get only three chances to view the gradient.

■ For some reason the Composure meter can increase after a bad shot. Weird...

It doesn't topple *Tiger Woods*, but it does do a cracking job of taking all the usual stuffiness out of the sport. For great golfing fun buy this little gem.





LOG ON

www.ikaruga-atari.net

IN BRIEF

In the olden days, video games were solely about blowing lots of stuff up. Then 3D came along and games started having plots. We don't know if that was a wise move or not, but we do know that *Ikaruga* is a glorious throwback to the napalm-filled screens of yesteryear. Looks like love at first sight to us...

DETAILS



1-2
Players



4
Blocks

Price:
£39.99

Release:
9 May

Publisher:
Infogrames

IKARUGA

IT DOESN'T SAY SO ON THE PACKAGING, BUT YOU'LL NEED THE REACTIONS OF A NINJA AND THE SKILLS OF A JEDI MASTER. OTHERWISE, YOU'LL DIE.



One of the most sedate moments in the game. We're not even kidding - just look at the shots on the other page

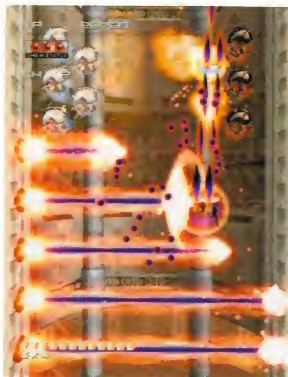
NINTENDO
GAMECUBE

So you've done all the challenges on *Tony Hawk's* and aced every stage on *Super Monkey Ball*? Okay, we've established you have some skills. Now let's see how you cope with picking your way through a blizzard of laser fire in *Ikaruga*, while still trying to shoot back.

It's an old-skool shooter and it looks great, bathing your eyes in the glow of laser fire. There are so many bullets flying about you'll need a doctorate in dodging – each level seems impossible at first sight, each boss an invincible titan. But you learn, you progress. And it's massively rewarding.

You may have read about the unique gameplay at work here last month. Your ship can fire black and white bullets, and you alternate at will. A white ship can't be harmed by white enemy bullets, but can only seriously damage black enemies. You'll be switching constantly, sometimes twice a second to pick through waves of enemy artillery while firing.

You'll already know if this isn't for you – you might be the type that shies away from feasts of adrenaline where even a



☐ Hot plasma bolts spew out regularly. Be the right colour



☐ We're doing double damage, but we're about to get wasted



☐ Look closely – there's a small patisserie on the left, so stop for a coffee

DO YOU HATE YOUR BOSS?

A warning flickers up on the monitor and that's when you know you're in trouble. The previous screens of death carried no warnings, so this must be something bad. And it is. A giant boss character with enough firepower to crack the world in half. Each boss fight is as much down to tactics as skill and each one makes the last look like a pussy cat.



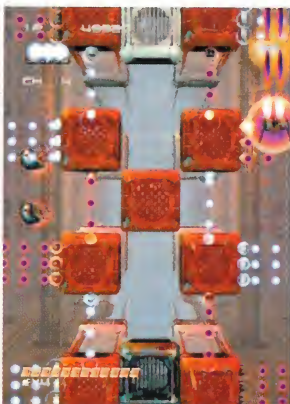
☐ Shoot open the ducts, dive in, shoot and dodge the bullets that fly like snow



☐ There's no hurting this bad boy. Just stay alive. Well, try to stay alive anyway



☐ We don't like black borders so we stood our TV on its end to play full-screen like this



☐ There's no hanging around. You're constantly pushed upwards

blink can mean death. And five stages might not sound like much, but progress is slow. You have to learn attack waves and sharpen your skills. Brilliant in-game tutorials help you along, and soon you'll be working on flash combos just to prove how good you are. This genre is dying out – don't miss your chance to experience it. **Dean Scott** NOM

VERDICT

GOOD



■ Constantly testing your skills and instinct, it's a pure, primal gaming rush.
■ The colour switching is pure genius and throws tactics into a violent mix.

BAD



■ This appeals only on a primal, reflex level. If you want depth, look elsewhere.
■ Only five stages, but they're tough. Still, a handful more would have been nice.

FUN

Ikaruga challenges your raw skills and reactions like nothing else on GameCube.

VALUE

Perhaps a shade overpriced for an arcade conversion with only little bits added.

LIFE

You'll take ages getting through the stages and then there's the Score Attack mode.

If most of the games of today send you to sleep, this is what you need. *Ikaruga* is the ultimate fix for hardcore action junkies. Trust us, you'll get hooked.

8



□ It'd have to be cartoon gravity for this lump to be catching air

DISNEY SPORTS SKATEBOARDING

Log On:
www.konami-europe.com



Well, *DS Football* was a bit of a laugh and *DS Basketball* looks like it might entertain us, but easily the worst one of the lot is the miserable *DS Skateboarding*.

First impressions are promising with a number of different modes, from the Trick Championship to the obligatory Time Attack and all your Disney friends have strapped on their pads, from Mickey to Goofy.

But just a few minutes play will burst even the most hardened Disney fan's bubble. N64-standard graphics and jerky speed are the main faults and the badly positioned camera angles on Trial mode stages will leave you trapped in tiny corners, because you can't see what obstacles are coming.

Even those it's aimed at should avoid this and if you meet the commentator be sure to smack him in the mouth for us. We say stick with the *Tony Hawk's* games. **Tim Street** NOM



A duck grinding rails - crazeeeee!

Price:
£39.99

Release:
Out Now

Publisher:
Konami

VERDICT

With five-year-old graphics and sound that'll make you want to kill yourself, there's only one GameCube skateboarder you need - and it sure ain't Mickey.

4

www.konami-europe.com

We've already had Pac-Man on GameCube and now it's the turn of another 80s gaming icon to enter the brave new world of 21st Century gaming. You must help the digital amphibian complete a number of trials, helping him to grow up.



Price:
£39.99

Release:
16 May

Publisher:
Konami

FROGGER

Frogger, a classic character in gaming history, is leaping onto GameCube, and apart from better-looking 3D graphics he hasn't changed much at all.

Tapping the D-Pad in any direction will make the little green fella jump one space. Hit **A** and he'll jump two spaces, useful for getting over gaps. The levels vary in scenery and twist and turn in different directions, but essentially, you're still dodging enemies and obstacles, just like the old games of oh-so-many years ago; repeated deaths and restarting the levels are still a part of the *Frogger* experience, requiring patience if you are to get anywhere in the game.

Frogger Beyond is a fun, challenging and addictive game, but it's let down by the severe lack of any extra mini-games or an all-important multiplayer mode. **Mike Jackson** NOM



□ Hey, they look a bit familiar - the drifting logs make a welcome return in Frogger's new adventure



Hop along a course, jump things, avoid other things... you get the picture

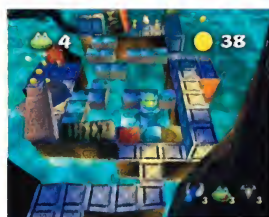
NINTENDO
GAMECUBE

R BEYOND

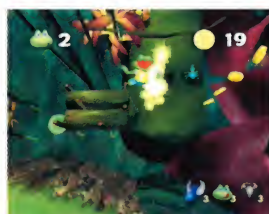
WITH A HOP, SKIP AND A JUMP, THE MOST FAMOUS VIDEO GAMES FROG OF ALL TIME LANDS ON YOUR GAMECUBE. SPLOSH!



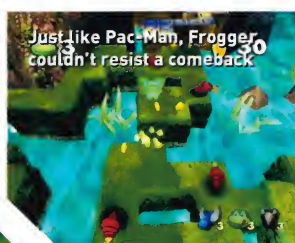
❑ Frogger's quest involves avoiding hungry French chefs and trying not to get run over near ponds. Same old thing for the frog prince of video games



❑ Graphically, it's a massive improvement, of course...



❑ ... but the revamped *Frogger* won't set hearts racing



Just like Pac-Man, Frogger couldn't resist a comeback



Frogger's now in 3D, so there's a whole extra dimension for you to worry about



VERDICT

GOOD



BAD



- Bright and bold, this is bursting with more colour than a bag of Skittles.
- As updates of old-skool classics go this still holds true to the original.
- Even experienced gamers will find the learning curve a little too steep.
- The game's basic controls certainly won't set the world alight.

Simple to play, but tough to beat, this will only appeal to younger gamers, and even then not many. Sadly, *Frogger* veterans will be disappointed by this.

6

TOP ANGLER REAL BASS FISHING



❑ 'Ave that bait in...' Nah, we're bored already, where's *Ikaruga*?

Log On:
www.
xicat.com



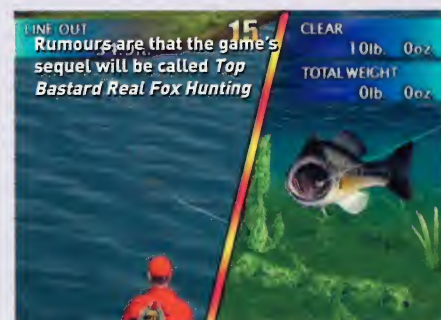
2
Blocks

1
Player

If you enjoy spending your Sundays down by the riverbank fishing, instead of playing GameCube, then there's something wrong with you. Only kidding – at least it's fresh air, but if you want to get your fishing fix at home, grab *Top Angler*.

Providing an arcade style of play, the aim is just as it's always been – catch the biggest fish. Just find a spot, cast your rod and guide your bait near a fish, then wait for it to bite. This'll take some practice as the dumb fish don't always catch on that there's bait even when it's slapping them in the face.

Rock tunes try to spruce up the otherwise dull action and the Arcade mode brings some urgency to proceedings as you attempt to get a high score in a set time. But when all's said and done, if you aren't into fishing this won't hook you, geddit? **Tim Street** NOM



Rumours are that the game's sequel will be called *Top Bastard Real Fox Hunting*

VERDICT

Only worth seeking out if you're into one of Britain's favourite pastimes, *Top Angler* will be as dull as dish water to everyone else. Only for the die-hards.

6

Price:
£39.99

Release:
25 April

Publisher:
Xicat

LOG ON

www.
nintendo.
co.uk

IN BRIEF

Insomnia is sweeping the land because King DeDeDe has stolen the Star Rod and broken it into five pieces. Restore the Rod and soothe the sleepless by sucking up anything that moves in this remake of Kirby's first ever platform adventure. Slurp.

DETAILS



Data saves to
battery back-up



Price:
£29.99

Release:
Out Now

Publisher:
Nintendo



The grinding mini-game is the best of the lot, especially when linked-up with mates

KIRBY: NIGHTMARE IN DREAMLAND

KIRBY, THE MASCOT THEY DIDN'T WANT YOU TO SEE, EXPLODES ONTO YOUR LOCAL GBA IN A BURST OF PINK AND A FAINT WHIFF OF OLD ROPE.

Mario's as famous as Madonna, Link is the ultimate action hero and Pikachu's name is known the world over. But Nintendo has a dirty secret mascot. He's pink, round and slightly dangerous, a bit like that granny you only ever see wheeled out for Christmas dinner; the one who sits in the corner smelling faintly of cabbage and muttering about the cats she calls her babies. Well, Kirby is the gaming equivalent of that mad old gran and he's ready to disgrace Nintendo by letting out a giant shaming fart at the video games dining table.

That said, Nintendo has been pretty shrewd in letting the unpredictable Kurbster loose for the first time on their precious handheld. It's a strict remake of his very first game, y'see? Minimal effort required, naturally, but at least not a huge amount can go wrong. And it hasn't either – what you get is

exactly what you got all those years ago: quality platforming with that familiar Nintendo spark of genius.

Y'see, Kirby's got a big, fat mouth that has surely seen too many pies in its time, and you use it to suck up

enemies and objects in the scrolling levels. And just as eating a chocolate cake in real life makes you feel good, while scoffing down a bag of weevil-infested split peas isn't so good for you, consuming different



Breath mint, Mr Watrus?
Don't get in the way of his
foul ocean trench



GAME BOY ADVANCE



☐ Ever wanted to give your alarm clock a thrashing?



☐ Kirby will take on anyone, any size, no messing



☐ Don a welder's mask to shield those little eyes from the laser beams spewing from your maw. Ouch!

► types of enemies have various effects on Kirby. This is where the otherwise simplistic gameplay starts to sparkle and experimenting with Kirby's different 'copy abilities' is where you'll find the most fun.

Strangely enough though, it's the ingenuity and sheer amount of cool copy abilities available to your rotund hero that cause a bit of a problem. What with being able to breathe fire, shoot laser beams and



☐ Platforms are irrelevant when Kirby can float



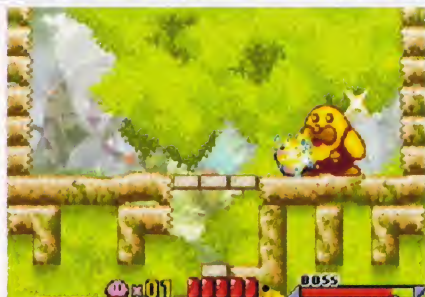
☐ A quick-draw game – your kid sister could win it

turn into an angry ball of electricity – not to mention sucking up air and floating around the levels at will – you'll find that Kirby is far more powerful, invincible even, than a pink puffball ever deserved to be. This means the game is simply too easy to finish. That's not to say you won't have an amazing time getting through it, just that you'll probably be left wanting a bit more challenge than it actually delivers. **Darren Fox**



☐ The graphics are pretty, but not a patch on the beauty of *Yoshi's Island*. For shame, Kirby!

THE ORIGINAL PUFF DADDY



☐ Turn into a ball of, er, ball lightning and turn your enemies a tasty shade of bacon

We wouldn't advise eating your enemies in real life; it's a sure way to get terrible indigestion and a long spell at Her Majesty's pleasure. In *Kirby: Nightmare in Dreamland* however, it's perfectly acceptable. You can usually tell what sort of ability you're going to get by the type of enemy you inhale. Electrified enemies give you zappy electro powers, while fireballs let you scorch your foes to death. It's simple, but also beautiful, and later on in the game you'll even have to use the correct abilities to flip switches and solve puzzles.

VERDICT

GOOD	<ul style="list-style-type: none"> ■ Sucking up enemies and stealing their abilities is unique and lots of fun. ■ The four-player mode is a great diversion, albeit only for a short time.
+	
BAD	<ul style="list-style-type: none"> ■ Don't be fooled, it's an ancient game, dressed up in shiny new GBA clothes. ■ Unless you're a youngster or idiot, it's too easy to power through the action.
-	
FUN	We reckon you're likely be smiling the whole time you're playing.
VALUE	Not bad if you never played the original, but pretty much pants if you did.
LIFE	Loads of secrets plus the four-player game give this a good lifespan.

An insane laugh from start to finish, but that's because the aged game this is based on is such a classic. It's great fun, but where's the innovation, eh?

7

CRASH BANDICOOT 2: N-TRANCED

THE BANDICOOT IS BACK IN ANOTHER SLICE OF PLATFORM FUN FROM DOWN UNDER.

www.crasntranced.com

N Trophy is back to upset Crash and his friends but this time he's got a Paul McKenna-like sidekick, N-Trance. Help the Bandicoot rescue his entranced buddies and stop N Trophy taking over the world.

Take last year's *Crash Bandicoot XS*, add some new stages and a new bad guy, and mix vigorously to produce another 40 levels of fun. That's the wholesome recipe for *Crash Bandicoot 2: N-Tranced* and the proof of the pudding is a top-quality platformer and a worthy addition to your GBA collection.

N Trophy has returned to wreak havoc on Crash's homeland and he's got a new partner in crime, N Trance. The evil hypnotic sidekick has kidnapped Crash's friends and brainwashed them to attack the Bandicoot. And so, our hero has to bring his pals back to the good side.

The majority of the levels are side-scrolling platform action and Crash has all of his old moves like the double jump and whirling attack. The controls are good and the early tutorial levels break you into the



Crash goes for broke in the desert, while Jimmy Hill's evil twin looks on



Yikes! No bandicoot should have to put up with this sort of treatment

game gently. The graphical detail is of a very high standard, but sometimes there's too much happening in the background and that makes it difficult to spot an enemy before they've snuck up and got you.

Some variety is added to the game with the inclusion of the wakeboarding and, best of all, Crash-in-ball levels. As with the main game, the controls are very good and these levels are a joy to play.

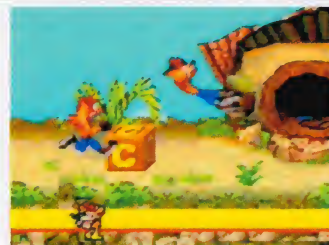
Crash 2 contains very few surprises, but it does everything so well that it'd be rude to ignore it simply because it's more of the same excellent stuff. The level design is great, the controls are tight, and the animation is top class. So we implore you, forget the Bandicoot's stinky, evil appearance on GameCube and stick to this handheld bundle of fun. You certainly won't be disappointed if you do. **Dominic Wint**

CRASH THE PARTY



Super Crash-in-a-Ball - it's fun, but where did they get the idea from?

If you and your mate have a copy of *Crash 2* then you can link them together and see who's got the mad Crash skills. There are two games to choose from; *Atlasphere* and *Race*. *Atlasphere* challenges the pair of you to enter the balls and roll around the levels collecting flags before your opponent does, while *Race* pits you against your foe in a flat-out dash to the all-important finish line.



We're seeing double! Two bandicoots must mean twice the fun



Data saves to battery back-up



Price:
£29.99

Release:
Out Now

Publisher:
Vivendi



GAME BOY ADVANCE



❑ The ubiquitous snowy stage – but hey, it's a hell of a lot better than most...



❑ Check that AtlaspHERE out – it's just like *Gladiators*, but without all the big hair, baby oil and men in thongs. Is that a bad thing? We'll let you decide for yourselves



❑ Stop for just one moment and that palm tree will devour you



❑ Relax and ride the magic carpet

VERDICT

GOOD



- There's variety in the levels and the non-platform bits ensure there's plenty to do.
- With sharp controls on all the levels it's easy to move the Bandicoot around.

BAD



- It's really just more of the same, so those expecting a change will be disappointed.
- The backgrounds are so busy that it's often hard to see the enemies.

More of the same, but when the action's as polished as *Crash 2* that's not really a bad thing. If you loved the first one, buy this. If you missed out, buy this.

8

BRUCE LEE: RETURN OF THE LEGEND

HE'S DEAD AND WOULD PROBABLY BE TOO OLD FOR KUNG FU IF HE WERE STILL ALIVE. HERE'S BRUCE...

Who's the shadowy figure and why is there a train track down the side of the screen?



Log On:
www.vugames.com



Despite the title, *Return of the Legend* sees you playing Bruce Lee playing a character called Hai Feng. Think of it as starring in your very own kung fu movie.

Bruce, or Hai, is recruited by the usual shady special forces, or whoever, to infiltrate the secret base of the Yakan Fighting School and avenge the death of his master. Got that straight, grasshopper?

As well as all of the chop-socky action that you'd expect, *Return of the Legend* also has some rather good stealth elements and a wide range of levels. Bruce/Hai Feng has all of the cool moves you'd expect from the king of kung fu himself, including the double kick and the awesome back punch.

However, the action can get a bit too frantic at times and the range of attacks can become confusing as the action heats up – but then it's a whole lot better than having too few moves, isn't it?

The whole package is wrapped up nicely with a very cool 1970s feel. Enemies strut around in funky flares and fashionable velvet jackets, and the music sounds just like something taken straight out of *Enter the Dragon*. **Dominic Wint** NOTE

VERDICT

Return of the Legend is a great mix of various gaming styles – the action is well paced and the stealth levels in particular are great to play. A real Bruce bonus.

8

Price:
£29.99

Release:
Out Now

Publisher:
Vivendi

www.thq.com

What older members of the *NOM* team remember as a random collection of coloured plastic blocks, usually discovered lost in the garden is now a multimillion pound business. But Lego video games are usually rubbish, until now that is...



□ The visuals in *Lego Drome Racers* are neat and super fast – just what the doctor ordered for GBA race fans everywhere



□ Try not to collide with the other cars – if a bit of your motor falls off in the crash you might lose it down the back of the sofa

LEGO DROME RACERS

OH NO, IT'S ANOTHER LEGO GAME! NO WAIT, IT'S NOT THAT BAD. ACTUALLY, IT'S SUPER COOL. NO REALLY, WE'RE NOT JOKING! WHY'RE YOU LAUGHING?

Has there ever been a decent Lego video game? No, we don't think so either, but prepare to be gob-smacked and dumb-founded, because *Lego Drome Racers* is actually not that bad. In fact, we really like it. Hey, we told you to *stop* laughing!

Nintendo gamers from the Super NES era may remember *Stunt Race FX*, a cool racing game that used the Super FX Chip to produce basic 3D graphics. *Lego Drome Racers* is very similar in that it has simple-but-smooth 3D polygonal environments – they may be bland, but on the GBA, this is impressive stuff.

There are three types of races: thrash off-road buggies sideways around corners on dirt tracks; storming around in rapid racers on tarmac courses; and driving suicidal drag-strip cars in straight-line races. Test your gear changing and rev control on that one!

Choose your team and enter a tournament to beat the opposition using turbo boosters and missile launchers found on the track. You'll earn Stat points for winning races, which you can then use to upgrade your cars.

With responsive handling and neat, sharp 3D graphics, *Lego Drome Racers* is surprisingly playable and rockets along at a quick pace, too. So, if you're into playing racing games on your GBA, you should definitely check out this baby. **Mike Jackson**



Data saves to battery back-up



Price:
£29.99

Release:
Out Now

Publisher:
THQ



□ If you crash at that speed, will your tiny, yellow head fall off – try it and find out

VERDICT

GOOD



BAD



■ Start off with fast cars and make them even faster with eared Stat-points.

■ It's got authentic handling that varies on tarmac and off-road dirt races.

■ There aren't enough weapons to use in a race and the missiles are hard to aim.

■ This would have been even cooler with real cars. Why did it have to be Lego?

It may have the word Lego in the game's title, but this is actually a really cool and highly entertaining racer that'll appeal to most GBA driving fans.

8



GAME BOY ADVANCE

Price:
£29.99Release:
25 AprilPublisher:
Take 2

Verdict:

4

WING COMMANDER: PROPHECY

THE ENDLESS EXPANSE OF SPACE ON A TEENY WEENY HANDHELD. 'IT'LL NEVER WORK', WE SAID. 'IT WILL', THEY SAID. THEN WE PLAYED IT... AND WE WERE RIGHT...

A lthough the GBA SP opens up like a little book, it isn't actually a book. This is why the ten minutes of reading dialogue before you actually kill anything in *Wing Commander* is incredibly annoying. Tap, tap, tap on the **A** button and then you're in space. Woo-hoo!

Well, it's black at least. But you don't get much of a sense of

speed, and while this may be scientifically correct, you lose a lot of the drama you'd expect from a space battle.

What's more, chasing a weaving enemy with your cannons blazing is overly tricky on the GBA's D-Pad, so we're forced to conclude that this space opera is a bit over ambitious. We say shoot *Wing Commander* down like a bad dog. **Dean Scott** IGN



❑ It may look good from here, but chasing enemy ships on the GBA's D-Pad is a tough thing to do. Maybe if they'd given away a free flight stick...



❑ Bla-toooooooooooooom! There's no sound in deep space, but we reckon fighter aces have explosion noises piped into their cockpits just for fun

Price:
£29.99Release:
9 MayPublisher:
Konami

Verdict:

5

DISNEY SPORTS SNOWBOARDING

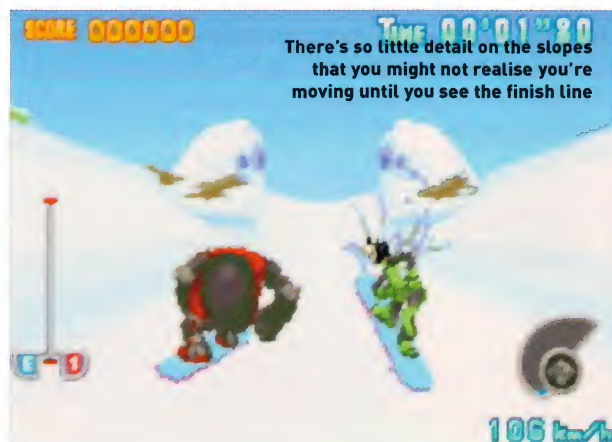
C ombining race and stunt competitions, *Disney Sports Snowboarding* features a choice of six playable characters and up to 30 special boards to unlock.

Those clever developers have also devised a cool graphics technique using streaming FMV to make the backgrounds appear to be full-3D environments. This looks great at first, but the developers can only store a small amount of FMV on a

THE DISNEY CLAN HAVE DONE FOOTBALL AND NOW THEY'VE STRAPPED ON THEIR SNOWBOARDS AND GONE ON THE PISTE.



You can't make a game good just by putting Disney characters in it - when will they learn?



GBA cart, which they then loop. The result is slopes that look exactly the same from start to finish. Also, the 2D character sprites look like they're floating just above the snow, and it can be deceiving when you're trying to time a jump right, or dodge an obstacle. To make things worse, the steering response of the character is painfully slow, making your ability to guide him past objects even harder, taking away the fun we expected from this title. **Mike Jackson** IGN

www.ubisoft.co.uk

TOCA World Touring Cars is a racing simulator featuring replicas of real race tracks from around the world and real licensed cars, ranging from Ford and Audi to TVR and Bentley.

TOCA WORLD TOURING CARS

TAKE TO THE RACE TRACK IN UBI SOFT'S *TOCA* SIMULATION ON YOUR GBA. LET'S BURN RUBBER...

The GBA has got plenty of racing games to keep speedsters happy and here comes another in the shape of *TOCA World Touring Cars*.

Forget nitro boosters and missiles, because this is all-out simulation time, with real tracks that fans of motor sports will instantly recognise. There are also 18 different licensed cars from manufacturers including Ford, Toyota, Volvo, Saab, Mitsubishi, Renault, Fiat, Alfa Romeo, Audi and TVR. How's that for a corking line-up?

What's more, if you're a hardcore tech-head when it comes to motors you'll love the range of car settings available, because you can alter everything from the ride-height and tyres to gear ratios, downforce and brake-bias. But while all of these options and features will make you feel like a real Touring Car driver, the gameplay is not as convincing. The cars slip and slide around



☐ Speed into the corner, then use the other cars to help you steer around it



☐ Be warned, realistic weather effects will affect driving conditions – usually for the worst



☐ Collisions will damage the car...



☐ ... that you've lovingly crafted. Boo!

corners in a very unrealistic fashion and it can also be tough to slow yourself down in time to take a bend correctly. It's by no means rubbish, just not as realistic as all of the settings menus would have you believe. Take a test drive first. **Mike Jackson**



☐ On a tight bend in the wet, you'll find yourself drifting more than you ought to

VERDICT

- GOOD**
- All of the tracks and cars are based on those in the Touring Car championships.
 - Intricate car settings will have petrol-heads tweaking their motor for hours.
- PLUS**
- BAD**
- The cars feel like they're drifting and it's tough to make them go in a straight line.
 - You can't see very far into the distance, meaning you'll spot tight bends too late.

Sim nuts will love the huge range of options, but the gameplay, although for the most part highly enjoyable, is not as realistic as you might expect.

7



Price:
£29.99

Release:
Out Now

Publisher:
Ubi Soft



GAME BOY ADVANCE

Price:
£29.99Release:
Out NowPublisher:
Activision

Verdict:

7

THE INVINCIBLE IRON MAN

GOOD OLD-FASHIONED SHOOTING IS ON THE MENU IN IRON MAN'S GBA ROMP.

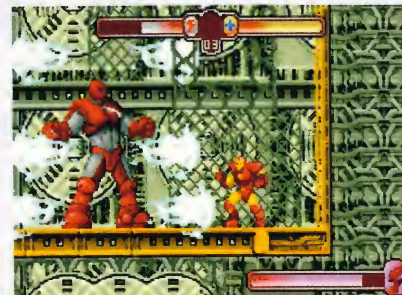
One of Iron Man's powerful suits has been stolen and could be extremely dangerous in the wrong hands, so he sets out to track it down.

The *Invincible Iron Man* is a classic-style platform shooter, similar in many ways to *Mega Man*. Iron Man has a health bar that depletes as he's hit and another bar measures the power of his Blaster, recharging when not in use.

The levels are packed with enemies making for plenty of action, but only nine levels? It's too short! **Mike Jackson**



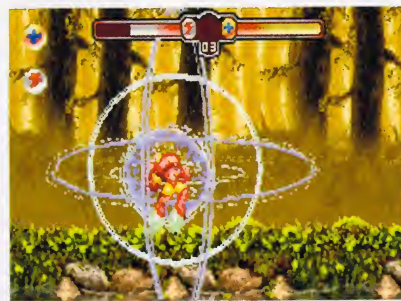
❑ 'Ice to see you, you pain in the ice'. We could trot out superhero clichés all day if you want



❑ *Iron Man* looks great and plays pretty well, too. We like it when that happens...



❑ There's always loads going on in *Iron Man*, which basically means plenty to kill



❑ Does this remind anyone of *Side Arms*? *Iron Man's* similar, but with fewer jetpacks...



❑ Unlike most character licenses, *Iron Man* is quite good... yes, you heard us right!

Price:
£29.99Release:
Out NowPublisher:
Konami

Verdict:

5

DISNEY SPORTS SKATEBOARDING

Mickey, Minnie and loads of other Disney superstars make an appearance to show off their mad

skills down at the skate park.

Disney Sports Skateboarding has far more forgiving gameplay than the

ANOTHER *DISNEY SPORTS* GAME ON THE GBA, BUT YOU DON'T WANT THIS, EVEN IF YOU DO LOVE MICKEY TO BITS.

Tony Hawk's Pro Skater games on a GBA, meaning you won't spend half as much time scraping your face along the pavement.

Unfortunately this doesn't make it a fun game to play. The main Trick Attack mode requires you to collect Stunt Icons and fill a Technique Gauge. But the stunts are tough to perform because of poor control recognition and the animations look rubbish. There's also no multiplayer mode. All wrong! **Mike Jackson**



Disney Sports Skateboarding is a much easier ride than *Tony Hawk's* games on GBA



❑ Lip-slide?! Don't even go there, girlfriend!

PHANTASY STAR COLLECTION

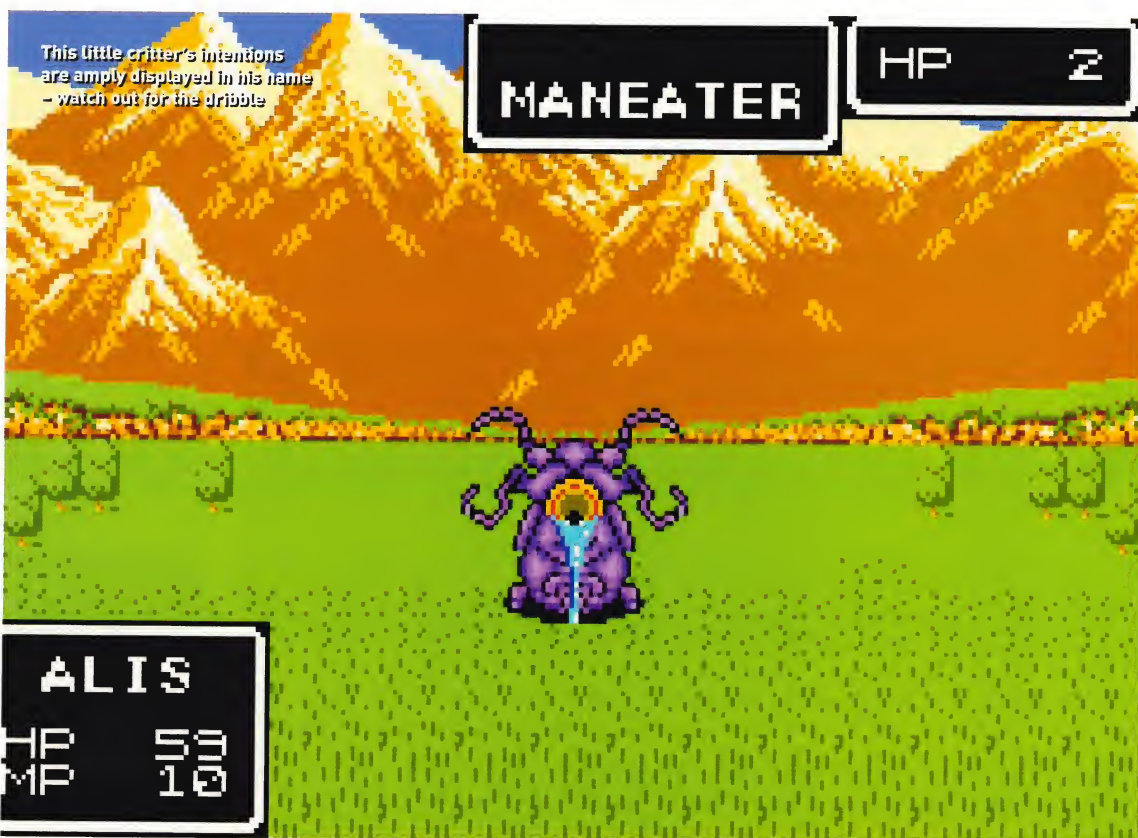
THREE CRACKING RETRO RPGS ON ONE TINY GBA CART CAN ONLY BE A GOOD THING. BUT ARE YOU UP TO THE OLD-SKOOL CHALLENGE?

Back when 3D home gaming seemed like a pipe dream, there were two giants in the world of RPGs, with Nintendo offering *Final Fantasy* and Sega weighing in with the *Phantasy Star* series. Both were about hard-as-nails, turn-based questing where the idea of being gently led through the game was as foreign as the concept of polygons on your console.

And now GBA gamers have the opportunity to play the first three *Phantasy Star* games on one cart. Talk about value for money! You're looking at a bare minimum of 60 hours of gaming and the chance to see how 2D RPGs evolved from 1987, when *Phantasy Star I* arrived and 1991, when the third instalment was released. But most of all, these games demonstrate how easy RPGs now are, because all three titles,



□ That's a strong likeness to a flying Pokémon here – we'll call it Copy-mon



www.
thq.com/
segahub/

The first three *Phantasy Star* games on one GBA cart, charting the early days of RPG questing. Each features a good-against-evil struggle and a hefty challenge with turn-based battling and a world (well, three actually) of exploring.



Battery back up



Price:
£29.99

Release:
Out Now

Publisher:
THQ



GAME BOY ADVANCE

PHANTASY STAR VS. FINAL FANTASY

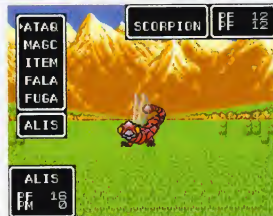
Back in the late 80s and early 90s these two were locked in a battle to be the top RPG. This led to lots of innovation and originality, so here's a look at the scuffle...



☐ *FF* had a great battle system, but the story was iffy



☐ ... while *FF II* was thought to have the deepest story of the era



☐ RPG fans once marvelled at the '3D' landscapes of *PS I*...



☐ ... but there are a lot of rucks in *PS II* – maybe too many

► especially the first two, are a challenge for even the most skilled gamers.

All three games take place at different times and in different places, but they all share similar themes, with *Phantasy Star I* following the fortunes of Alis as she tries to find a mythical warrior called Odin – the only person capable of thwarting the king, who's been turned evil by a heinous power. *Phantasy Star II* follows the trials to rid Moto of an unknown dark force, which has

unleashed an army of vile creatures. The third game centres on a prince's mission to find his kidnapped fiancée.

All rely on the tried-and-tested formula of sending a lone hero out into the world with only a little money and their wits as a weapon. Eventually other people join the quest as you fight random battles, build up your stats and meet all kinds of weirdos, some of whom talk crap and some who give you vital information and objects.

The main problem with all three games is the clunky and non-intuitive battle system that takes quite some getting used to – not to mention the tough early battles of the first two games. You'll have to work on your strategies right from the start or you'll be battered every time. But if you're prepared to persevere then you're looking at three quality RPGs. **Rich Marsh**



Being the late 80s, everyone was wearing white moonboots



☐ Remember: it's not the graphics that matter...



☐ This was mind-blowing exploration at the time...



☐ ... and the towns were always full of wenches. Yes!

VERDICT

GOOD



■ You can't fault the value for money on offer here, unless you want a free GBA, too.
■ You get three very entertaining and challenging games on one cart.

BAD



■ The first two games are most definitely some of the hardest RPGs ever.
■ Graphically these games aren't a patch on the likes of *Golden Sun*.

FUN

If you're looking for a game that really pushes you then this is it.

VALUE

Three games for the price of one – you don't need A-Level maths to work it out.

LIFE

We reckon you'll get anything from 50 to 80 hours worth of gaming here.

These titles hark back to a different era and you'll have to ask yourself whether you're ready for a game that can be frustratingly hard. Not for casual gamers.

8

Nintendo Gadgets

MadCatz are the first off the mark this month with a big bundle of goodies for the GBA SP. We also take a look at the new GameCube keyboard from Datel. Very handy...

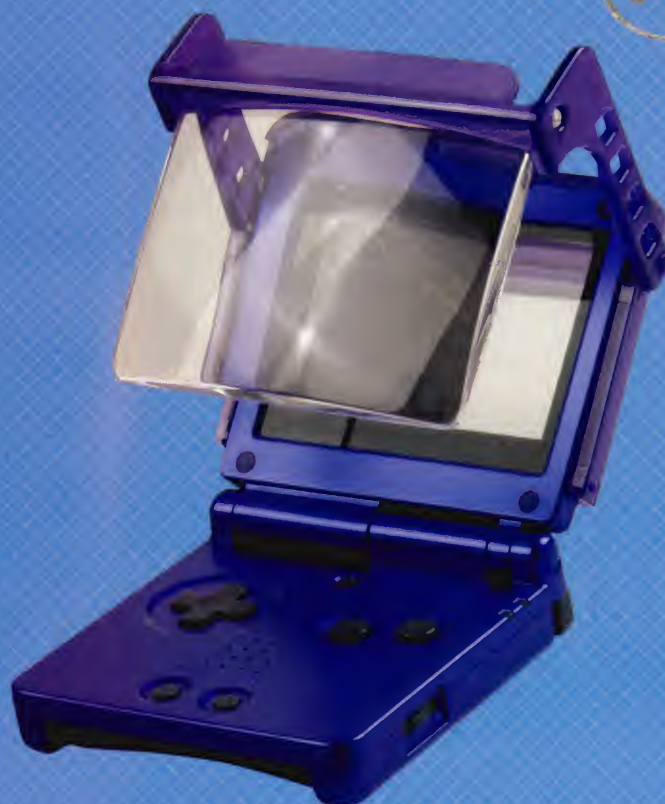


■ Ergo Grips SP ■ MadCatz
■ £7.99 ■ 01908 255 525

Verdict: In theory, this hunk of rubber makes SP gaming more comfortable for people with big hands. The problem is, it's not comfortable. Whoops! It also smells utterly foul and it costs eight quid. Do you want one? No, neither do we...

■ Macrokit SP ■ MadCatz
■ £19.99 ■ 01908 255 525

Verdict: This goodie-pack includes a case to hold your GBA SP and three games, a car power adapter, the earphone adapter and a pair of earphones. All do exactly what it says on the tin, making this £20 well spent.



■ Mag Lens SP ■ MadCatz
■ £7.99 ■ 01908 255 525

Verdict: Although the GBA SP screen is incredibly clear and made even easier to see by the new back light, you can now magnify the screen with this Mag Lens. It also folds away neatly when you're done playing.



■ Micro Kit SP ■ MadCatz
■ £14.99 ■ 01908 255 525

Verdict: Instead of buying the MadCatz peripherals separately, you can grab this money-saving pack. The Micro Kit will supply you with three Game Blox cart cases, a Mag Lens SP and a DuraShell SP.



■ Retrax Multi-Link SP
■ MadCatz ■ £5.99
■ 01908 255 525

Verdict: This is a link cable just like all the others only this one retracts into a coil inside the plastic casing. Pull out the cable for a multiplayer game, then wind it up into the case for tidy storage. Nice and cheap, too.

■ Powerboard ■ Datel ■ £19.99 ■ 01908 255 525

Verdict: Now that the GameCube is online, gamers everywhere are delving into the massive adventures of *Phantasy Star Online Episode I & II*, but typing out words with a GameCube controller and a menu of letters is awkward. The Japanese have a keyboard and now Datel has decided to release one here in the UK. Now communicating with other players won't be such a bother and it'll also be compatible with any future games that may require a keyboard.



LETTERS

nintendoletters@emap.com

We always like to know what you think about the world of Nintendo and the winning scribble each month gets £50 worth of HMV vouchers. So what are you waiting for?

→ **Write to us:** Letters, *Nintendo Official Magazine*, Bushfield House, Orton Centre, Peterborough, Cambridgeshire, PE2 5UW

→ **E-mail us:** nintendoletters@emap.com

→ **Text us:** Start your message with TXT and send it to 84070. Each message costs 25p to send

I kiss you

The GBA SP is one of the sexiest consoles in the world. It's so sleek and so tiny that everyone should have one. My friend and I got to play one before they were released and now we want one because they are so cool, not to mention they have brilliant games that are very retro-chic like *Zelda: A Link To The Past*.

Crazy Tom, Stirling

↪ When you hold it in your hands and feel its sleek curves you'll soon realise the beauty of the tiny machine and the sheer genius that is called Nintendo.

Always the same

Why is it that in nearly every *Mario* game you get to fry Bowser at the end? Can't

Bowser beat Mario just once or are Italians immune to fire-breathing dragons? That's why I think Nintendo should make a sequel to *Super Mario Sunshine* called *Bowser's Revenge*. Playing as Bowser, you'd run around Isle Delfino destroying anyone that is less than 100 per cent evil. Also, Bowser would finally get to blow Mario to smithereens.

James Spindler, Swindon

↪ But you never actually destroy Bowser do you? How many times has Mario defeated the green lump? Twenty? And he still comes back for more. What you've got to ask yourself is who's the real loser here?

World's oldest gamer

I read your letter about the 43-year-old mother being a gamer. Well, I'm 64 and have been gaming for years. I bought myself a GameCube at Christmas having had PSOne and PS2 and it's a brilliant machine. I have just finished *Star Fox Adventures* and it was brilliant – I can't wait for *The Wind Waker*. I can't get about much as I have a bad leg, so my GameCube keeps me well occupied. I wonder if I am the oldest gamer?

Renee Smith, Chorley

↪ Once again the challenge is set. Are you the oldest Nintendo gamer or do you know someone who is? Send in a photo if you can as proof.

I'll never wash my hand again

On Friday 21 February, I had the lucky opportunity to meet the legend himself, Shigeru Miyamoto, at Virgin Megastore on Oxford Street. Miyamoto-san signed my copy of *Super Mario Sunshine*, and best of all he shook my hand. I have to say that it was one of the greatest moments of my life.

Joe Chhangor, Camberwell

↪ You and about 10,000 others! It was a truly great day and the big man was as gracious as ever, signing games and shaking hands all over the place. We love you Shigsy, we really do.

IDIOT OF THE MONTH

Sweet as?

On p89 of *NOM* 127 I have found a mistake; on the second *Metroid* cheat the closing sentence is 'Sweet as!' – sweet as what? Do you mean sweet ass?

Nicolas O'Brien

↪ No, no we don't mean 'sweet ass'. If we meant that we'd have written that, wouldn't we. But then Ms Aran has got a sweet ass...



Aaaaw bless, look at the lovely sweet as... sorry, sweet ass...

Let that be a lesson

I've been playing Nintendo games since I was knee high to a grasshopper. I am 19 now and have been gaming for around 14 years. On average I spend around three hours per day playing the blighters – this amounts to a hell of a lot of gaming time. Three hours a day for 14 years has left me suffering from painful arthritis in both thumbs. I am totally gutted as with so many great games like *Metroid Prime*, *The Wind Waker* and *Pokémon Ruby* and

Sapphire on the way,

I'm going to be forced to fight through the pain to enjoy these games. So a word to the wise gamer, make sure you take a daily dose of cod liver oil.

Mike Fitzpatrick, Teignmouth

↪ It's a worry that affects us all. We may all end up with fingers that look like gnarled tree branches. The key is to enjoy it while it lasts.

We did warn you

After playing *Resident Evil 3* a few years back I was amazed at the new control system; pushing zombies back, speed dodging and super-responsive



Nice!

How come every game I've bought recently always has the same old Nintendo-style game music? I know that it's really cool for the most part, but sometimes I feel that we need a bit of a break from this kind of music. What better to replace it than a piece like *Gypsy Eyes* by Jimi Hendrix or better yet Burt Bacharach's *Alfie* sung by Cilla Black – I may only be 15 but I know good music when I hear it!

Jason Wemyss, High Wycombe

↪ While your choices are undoubtedly fine, we think that developers would be hard pressed to create a game where Cilla Black's *Alfie* would sound relevant to the action.





controls – the evolution of *Resident Evil* was looking bright. Then the GameCube remake came along and the control system returned to that of the 1996 original. I enjoyed it a lot anyway and couldn't wait until *Zero*, but that was plagued with the same problem, too. Don't get me wrong, I'm a huge *Resi* fan, but while the graphics have improved, sadly the combat system has gotten worse – and it had such potential in *Resi 3*. I'd like you to include any changes on the upcoming *Resi's* control system in your coverage.

**Alex Thompson,
Peterborough**

It's the main failing of *Zero*. That arcane control system lets the whole side down. *Resident Evil 4* is allegedly using a full 3D control system like *Eternal Darkness*. Hurrah.

Mr Loverman

I've loved computers all my life. I have an N64, PC, PS2, GBA, GameCube, Dreamcast, Super NES and Mega Drive,

but still have never written in to a magazine before. I have always been a fan of the old classics such as *Streets of Rage*, *Kirby*, *Sonic* and *Mario*. I recently purchased the GameCube game *Sonic Mega Collection* and I thought it was great. Is Nintendo going to make any more games like this because I think they rule.

James Cook, Crawley

We'd love to see some more collections of classic games on GameCube or GBA. Maybe for a specific character or better still for a genre compilation. Imagine *Mario Kart*, *Diddy Kong Racing* and *F-Zero* all on the same disc.

In the land of the blind...

The other day I was talking to someone about *The Legend of Zelda* and I was astonished to find they knew nothing about it. At school I've asked others and got the same response. Why don't more people know about the incredible story lines and breathtaking gameplay of the masterful *Zelda* series. It just makes no sense to me!

Robert Atkinson, Sandbach

... the one-eyed man is king. Some people have never heard Vivaldi's *Four Seasons*, some have never seen *It's A Wonderful Life* and some people have never played *Zelda*. It's their loss.

No surfing allowed

I'm confused about GameCube's online capabilities. If I buy all of the kit to play games online, will I be able to surf the Net, too?

Peter Curtis, Tonbridge

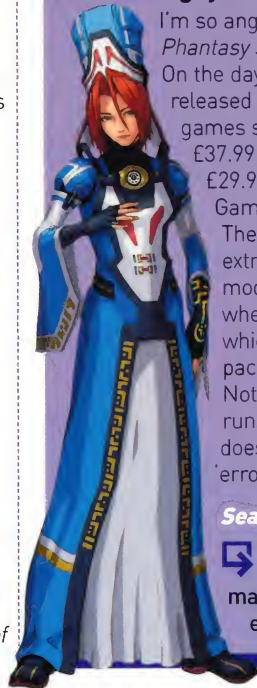
No you won't. As yet there is no GameCube web browser available allowing access to websites. You can play *PSO* and link to Sega's site, but that's it for now.

Speed king

My heart skipped a beat as I finally saw that *Burnout 2* was confirmed! I was incredibly worried that it wouldn't make it as I enjoyed the first one and I couldn't get enough, but

★ LETTER OF THE MONTH

www.angry.com



I'm so angry with *Phantasy Star Online*. On the day it was released I ran to my local games shop and paid £37.99 for *PSO* then £29.99 for the

GameCube modem adapter.

Then I was told I would have to pay an extra £4.99 for an RJ11 phone socket as the modem did not come with one. Total £73. So when I got home I entered all my ISP details, which I thought was excellent since I have a 24/7 package with virgin.net. Then what happened? Nothing. To cut a long story short, my ISP only runs at about 44.1k, which means the game doesn't work – you always get the message 'error 120 the line is too busy'. What a rip off!

Sean McVay, Newcastle-upon-Tyne

What a nightmare! We realise the online system hasn't been explained very well and many shops don't really know what the score is either. Nintendo, retailers, whoever – sort it!



then before I knew it I completed it. The first one made me want more and the sequel was the answer.

Riaz Ali, Essex

Burnout 2 should be top of any driving fan's must-buy list. It's got everything the original had and more.

What's the point

I don't see the point in releasing remakes of NES, Super NES and N64 games. Why can't those bright sparks at Nintendo be bothered to do anything new. Why don't they create new Nintendo mascots and not base the games on existing characters? I want a brand-new and totally weird character like Wario's brother, Waluigi.

Joshua Dell, Kings Langley

It's the mascot characters that make Nintendo different! There's always room for new ideas like *Eternal Darkness*, but would you really be happy if there were no more *Mario* or *Zelda* games, ever?

Which way now?

I'm a big fan of the *Zelda* series, but I want to know what the deal is with the pictures of the D-Pad in the bottom-left corner of *The Legend of Zelda: The Wind Waker* screenshots?

Matthew Hanley, via e-mail

The little D-Pad icon allows you to flick between the maps that you can collect.

QUICKFIRE QUESTIONS

Will the GBA SP connect to GameCube like an ordinary GBA?

Mark Whiteside, via e-mail
NOM: Yes

Is *Virtua Tennis* ever going to make an appearance on GameCube?

Richard Watkinson, via e-mail
NOM: No

Are there going to be any dance mat games coming out on GameCube sometime soon?

Graham Ashton, Buckinghamshire
NOM: Not yet

Any news on *Buffy* coming to GameCube?

Anon, via e-mail
NOM: Not yet

Exclusive: the latest edition of the NES – shown actual size!



win all this cool stuff

Blagging time is here again. If you want to be in with a chance of bagging some booty just phone **0905 053 110**, then add the number of the competition at the end. So if you're entering the *Kirby* competition, dial **0905**

053 1104. Answer the question, leave your name, address and telephone number and we'll call you on 15 May if you've won. Don't forget to ask permission from whoever pays the bill before calling.



01 UP FOR GRABS

1. The ultimate handheld – Game Boy Advance SP

The latest addition to the Game Boy family has finally hit the shops, but if you haven't got the cash you always try and win one of these babies in our exclusive competition.

Just think, you could be the proud owner of one of the sexiest machines ever created, so just have a look at the question below and get entering.

Q. What does SP stand for in Game Boy Advance SP?

- a. Sensuous Package
- b. Sexy Portable
- c. Special Project



2

02 UP FOR GRABS



3



02 UP FOR GRABS

2. Platinum GameCube Zelda Paks

Thanks to Nintendo we've got two of these dazzling beauties to give away and don't forget you'll also get a copy of *The Wind Waker* in the box, too. So, what are you waiting for?

Q. What is the name of Link's sister?

- a Carol
- b Aryll
- c Barrel

4. Kirby in Dreamland

Three copies of the pink ball of fluff's latest adventure are up for grabs, courtesy of the lovely people at Nintendo. If you want to be in the hat, answer this question:

Q. Kirby had a starring role on the N64 in one game. What was it?

- a The Crystal Shards
- b The Diamond Pieces
- c The Emerald Bits

3. Metroid Prime GameCube Paks

Not only have we got some *Zelda* Platinum Paks, but Nintendo has kindly given us two tasty limited edition *Metroid Prime* Paks. Just answer this question and one could be yours.

Q. What planet must Samus explore in *Metroid Prime*?

- a Tallon IV
- b Sauron IV
- c Melon IV

5. Vexx games

The latest platform hero to leap onto GameCube is Vexx and you could be trying to save the people of Rockhaven thanks to Acclaim, because we've got five copies to give away.

Q. Who must Vexx defeat in the game?

- a Dark Jabu-Jabu
- b Naboo
- c Dark Yabu

4



03 UP FOR GRABS

5

05 UP FOR GRABS



ISSUE 124 WINNERS

Competition 1

- Dominic Goodchild, Leicester (1st)
- Philip Dough-Yew, London
- Robert Foster, Clevedon
- Ben Hills, Offord
- Daniel Waterfield, Peterborough

Competition 2

- Ronan Malone, Cork City
- Mark Carter, Camberley
- Oliver Reynolds, Stoke-On-Trent
- Joe Ellis, Harrow
- G Tate-Alexander, Peterborough

Competition 3

- Jane Vanners, Liverpool

- Joe Woodhouse, Oswaldtwistle
- Annette Thomas, Norwich

Competition 4

- Kat Campbell, Glasgow
- Alastair Stewart, Bury St. Edmunds
- Alan Powell, Cardiff
- T Pyle, Birmingham
- Andrew Keele, Inverness

Competition 5

- Ben Cull, Fishguard
- Gareth Bowen, Ammenford
- Lee Cartwright, West Bromwich
- Duvane Farrell, Handsworth
- Andrew Meara, Ovingham

Terms and conditions: Calls cost 50 pence per minute. Calls last two minutes. Please get permission from the bill payer before calling. Nintendo Official Magazine and the companies providing prizes accept no liability for injuries or damage sustained while using competition prizes.

All entries for the competitions must be received by 09/05/03 to qualify. The winner will receive the stated prize from the competition they have entered. If for any reason beyond the promoter's control it is not possible to provide the stated prize, the promoter reserves the right to award an alternative prize of no lesser value.



You can also send your entries by post. Please write the competition number clearly at the top of the envelope or postcard. If, for example, you are entering the Vexx competition, write to: **Competition 5, Nintendo Official Magazine, Bushfield House, Orton Centre, Peterborough, Cambridgeshire, PE2 5UW.**

The promoter's choice of prize is final. There is no cash alternative available. No entries can be returned and the promoter will enter into no correspondence. Prize draw takes place on 15/05/03 and the winner will be notified within one day of the draw. The winner will be chosen at random from the correct entries received. Open to UK and overseas residents. We reserve the right to use the winners in any publicity. No employees of EMAP or other companies involved in this promotion are eligible to enter. No purchase necessary. The Editor's decision is final. Only one entry per household. The promoter excludes responsibility for applications that are lost/delayed/incomplete.

HIGH SCORES & CHALLENGES

Just how good are you at games? Here's the chance to find out and prove your gaming dominance to the watching world. Find the challenge that best suits you and do the very best you can. That is all.

1 METROID PRIME: LEVEL ONE ABOVE TALLON IV. FASTEST EVACUATION ONCE THE REACTOR CORE GOES CRITICAL.

Set down Samus' craft on the abandoned space station and work your way through to the first boss, the Parasite Queen. Once she's toast the reactor core goes critical and you've got to leave pronto. The player with the most time left wins the prize.

The Morph Ball is there for a reason, you know – to get your Varia-suited ass out of there in double-quick time. Learn the route you're going to take and then get rolling as fast as you can.

1. Dean Scott	02:55:29
2. Dominic Wint	02:46:24
3. Kingsley Singleton	02:45:12
4. Mike Jackson	02:33:84
5. Tim Street	02:31:47



3 STAR WARS ROGUE LEADER: ROGUE SQUADRON II: FASTEST TIME ON THE BATTLE OF HOTH.

Perhaps the most beautiful level on *Rogue Squadron II*, the Battle of Hoth will test your every *Star Wars* ability, from blasting AT-STs to tripping up the mighty AT-ATs and taking out the airborne threat. You'll need to be good to win the prize here.

Accuracy is the keyword, every enemy must be dispatched with the minimum effort. And you can't afford to have sloppy Tow Cable work if you want to reach the top of the table, either.

1. Kingsley Singleton	9:35
2. Dominic Wint	9:42
3. Tim Street	9:57
4. Mike Jackson	10:03
5. Dean Scott	10:12

2 SONIC MEGA COLLECTION: SONIC THE HEDGEHOG, FASTEST TIME, GREEN HILL ZONE, ACT THREE.

Early in the game, certainly, but this challenge should test even the most hardened *Sonic* fan. Work your way through Act One and Act Two of the opening stage and then race your way through Act Three, defeating Robotnik and freeing the little critters.

The only way to get good is to learn this stage like the back of your spiny blue hand. Timing your jumps and avoiding the enemies is crucial to getting a good score.

1. Tim Street	01:30
2. Dean Scott	01:33
3. Mike Jackson	01:37
4. Dominic Wint	01:40
5. Kingsley Singleton	01:52



4 LOTR: THE TWO TOWERS: MOST MISSION EXPERIENCE POINTS ON AMON HEN, NORMAL DIFFICULTY.

Let's hunt some orc. The battle at Amon Hen is fast and furious and you'll need to be an ace in the field of combat to clock up those Experience Points. The Results screen will show how much of a hardcore warrior you are. Use any character you like.

As usual, practice makes perfect – you'll need as many Excellent and Perfect scores as you can manage to push that score up and challenge for a place at the top of the leaderboard.

1. Tim Street	15,220
2. Mike Jackson	15,010
3. Dominic Wint	14,870
4. Kingsley Singleton	14,380
5. Dean Scott	13,990



RESULT TABLES



1 SUPER SMASH BROS. MELEE: HOME RUN CONTEST, LONGEST HIT.

An oldy but a goody, the *SSBM* Home Run contest always receives loads of entries but there can be only one winner and that's Nick Abbot with his monumental smash.

1. Nick Abbot	933.3m
2. Stuart McCaskell	799.4m
3. Will Havercroft	734.3m
4. James Johnson	631.9m
5. Dave Every	602.6m



2 WWE WRESTLEMANIA X8: MOST TIME LEFT VERSUS ROB VAN DAM

Something about RVD must really wind you guys up! We had some corking times for putting paid to the pony-tailed grappler, but Iain Milne wins the big shiny belt with his lightning-fast time.

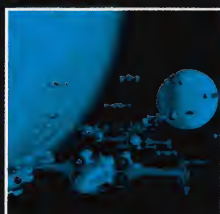
1. Iain Milne	4:43
2. Stuart Oultram	4:38
3. Daniel King	4:33
4. Edward Harrison	4:30
5. Christopher Nolan	4:28



3 TIMESPLITTERS 2: FASTEST TIME, ARCADE LEAGUE, MEN IN GREY

Everyone here at *NOM* agreed that this was a rock-hard challenge, but somehow you guys managed to smash every single one of our best times and put paid to the men in suits.

1. Leon Baker	00:50:00
2. James Noton	00:50:60
3. Greg Foreman	00:54:80
4. Dave Every	00:58:80
5. Ryan McCrickerd	01:14:80



4 STAR WARS ROGUE LEADER: ROGUE SQUADRON II: FASTEST TIME, DEATH STAR ATTACK LEVEL

Dave Every's becoming a bit of a regular in these High Scores charts and he's done it again this month with a Darth-thrashing time on this *Star Wars* challenge.

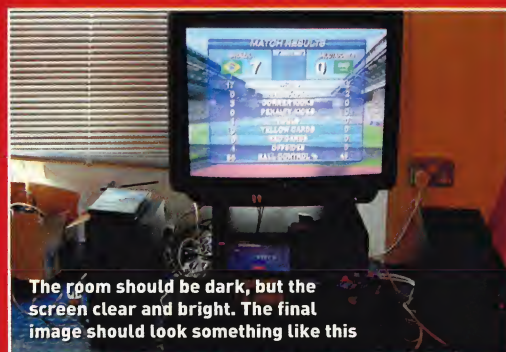
1. Dave Every	3:58
2. David Lawes	4:03
=2. Alex Lewis	4:03
4. Ian McEvoy	4:27
5. Matt Hollinshead	4:28

CHEATS NEVER PROSPER

There's no doubt that less-skilled Nintendo GameCube players will try to use cheats to get into our exclusive high score tables.

Cheats should not be used to help with challenges unless we say so. Using import games is also strictly forbidden as they can often give players an unfair advantage. Don't cheat, chaps. It's not big and it's certainly not clever.

PHOTOGRAPH YOUR TV



The room should be dark, but the screen clear and bright. The final image should look something like this

Using a camera to take a photo of your top score on a TV can be tricky, but follow these simple instructions and you should be fine.

1 Make the room as dark as possible. Draw the curtains, turn out the lights and take the photo standing at an angle to the television screen.

2 Turn off the flash or the television screen will appear black in the developed photograph. And you don't want that to happen, do you?

3 Take more than one shot, just in case the first photograph is unreadable.



WHAT YOU HAVE TO DO TO WIN

When you've achieved a top score on one of our challenges and got your hands on a photo or video as evidence, pack it up and send it to the *NOM* address. If you manage to get the best score next month we'll send you a smart Joytech Advanced Controller for your GameCube, so it's definitely worth the extra effort.

High Scores and Challenges, Nintendo Official Magazine, Bushfield House, Orton Centre, Peterborough, Cambridgeshire, PE2 5UW.

JOYTECH®

CLUB NOM

FREE
NINTENDO
NEWS STRAIGHT
TO YOUR MOBILE



**JOIN NOW AND GET FREE
ENTRY TO WIN LOADS OF
ZELDA GOODIES,
PLUS YOU'LL GET ALL THIS LOT:**

FREE! NINTENDO
NEWS AS IT HAPPENS



FREE! GAMES
RELEASE UPDATES



PLUS! EXCLUSIVE
COMPETITIONS



WHAT YOU NEED TO DO

CLUB

TO JOIN, JUST BEGIN
YOUR TEXT WITH THE
WORD 'CLUB'

CLUB
JOE BLOGGS
16

AFTER THAT,
INCLUDE YOUR NAME
AND AGE

SEND
84070

SEND IT TO 84070
THEN SIT BACK
AND ENJOY THE
SERVICE

WIN ZELDA GOODIES!

WE'VE GOT THREE ZELDA BUNDLES UP
FOR GRABS, INCLUDING *THE WIND
WAKER* AND THE GBA REMAKE OF A
LINK TO THE PAST. TO GET
YOUR FREE ENTRY INTO
OUR EXCLUSIVE ZELDA
COMPETITION JOIN UP
WITH CLUB NOM.*



*Existing Club NOM members will automatically be entered into the Zelda competition.

Terms and Conditions: the cost to join Club NOM is 25p. This is a one-off charge to join the club. You will then receive a text message from Club NOM asking you to select your favourite games genre. You reply to Club NOM selecting your genre. There is no charge for this second message or additional texts from Club NOM. Please note that your own operator (O2, Vodafone, T-Mobile, Orange, Virgin, etc.) may charge you to send and receive texts as part of your mobile package. Existing Club NOM members will be automatically entered into the Zelda competition.

MEGA MOBILE RINGTONES & LOGOS

top chart hits

TATU - All The Things She Said	11309
Justin Timberlake - Cry Me a River	11319
Oasis - Songbird	11976
Kelly Rowland - Stole	11353
Sean Paul - Gimmie the Light	11440
Big Brovaz - OK	11387
Good Charlotte- Lifestyles of the Rich	11497
Cam'ron - Hey Ma	11906
Counting Crows - Big Yellow Taxi	11371
Kelly Osbourne - Shut Up	11228
Jaimeson feat. Angel Blu - True	11450
Beenie Man - Street Life	11354
Jay-Z - '03 Bonnie & Clyde	11201
Jurgen Vries - The Opera Song	11540
Craig David - Hidden Agenda	11332
Lemon Jelly - Weather For Ducks	11067
Wildhearts - Stormy in the North	11541
Girls Aloud - Sound Of The Undergnd	11306
Cheeky Girls - Cheeky Song	11049
Eminem - Lose Yourself	11065
Daniel Bedingfield - Not The One	11063

new releases

Blue Song - Mint Royale	11916
Boys Of Summer - DJ Sammy	11918
Cry Baby - Tricity	11921
Dinosaur Adventure 3D - Underworld	11923
DJ Nation - Nukleuz DJ	11924
Dreamer - CK And Dream Team	11927
El Luna En Tu Mirada - Ry Cooder	11929
Eye Of The Hurricane - New Flesh	11930
Fortress Europe - Asian Dub Foundatn	11932
Freeloader - Driftwood	11933
Baby Doll - NERD	11913
Dreamy Days - Roots Manuva	11928
Automatic - Sarah Whatmore	11912
A Day Like Today - Tom McRae	11909
Beautiful - Christina Aguilera	11914
Born To Try - Delta Goodrem	11917
Breakdown - Sinead Quinn	11919
Britney - Busted	11920
Damn These Hungry Times - Cousteau	11922
Dream Its Over - Sixpence nt Richer	11926
Dont Ask Me - Ok Go	11925
Tic Toc - Leanne Rimes	11510
Ring - Alexia	11511
River - Barry Manilow	11512
Truck On - Simple Kid	11525
Land Of The Living - Milk Inc	11408
Can I Go Now - Jennifer Love Hewitt	11374
Cant Go Back - Sissel	11375
Do I Have To Cry 4 You - Nick Carter	11378
Dont Worry - Appleton	11380
I Wont Forget You - Ze Malibu Kids	11382
Cant Rock The Mic - P A Y Go Crew	11376

team themes

Celtic - Fields of Athenray	3547
The Wild Rover	5310
Vindaloo	1514
Round The Mountain - Arsenal	4131
Glory, Glory - Man United	4134
Here We Go	4135
Blowing Bubbles - West Ham	4136
Marching On Together - Leeds	3541
You'll Never Walk Alone!	3545

TV themes

The Fall Guy	10593
Trigger Happy TV	10595
Phoenix Nights	10754
Formula 1	10751
Simpsons	9130
The Muppets	0099
Hawaii 50	4855
Axel F	0153
A Team	4847
Only Fools & Horses	6152
Benny Hill 2	0166
Knight Rider	0204
Airwolf	4680
Banana Splits	5316
Match Of The Day	0221
Pink Panther	4691
Eastenders	0043
BBC Cricket	4850
Rainbow	4861
Starsky & Hutch	4863
Thunderbirds	0155
Mission Impossible	0222
Monty Python	0085
Sex & The City	9118
Dangermouse	5334
Star Trek Next Generation	0148
Jamie & The Magic Torch	5363
Casualty	6201
Dr Who	4688

film themes

Back To The Future	6146
Battle Of Britain	6283
Beverly Hills Cop - Axel F	0013
Braveheart Theme	6076
Bugs Life	4685
Close Encounters	5558
Moulin Rouge	5787
Dambusters March	5061
Enter The Dragon	6172
ET-Extra Terrestrial	4821
Evergreen - Barb. Streisand	10729
Everything I Do - Robin Hood	5298
Eye Of The Tiger - Rocky	4852
Forest Gump	4822
Get Carter	5425
Good The Bad And The Ugly	4854
Halloween	0065
Snow White	6072
Indiana Jones	0199
Italian Job	4856
James Bond	0187
Jurassic Park	4825
Mission Impossible	0222
Police Academy	5778
Raindrops -Butch Casidy	8452
Superman	0152
The Magnificent Seven	4826
The Wizzard Of Oz	5366
Top Gun	4864
Officer And A Gentleman	5412
Walace And Gromit	4865
War Of The Worlds	5259
Where Eagles Dare	5422
Wizzard Of Oz	4777

rap tones

Bad Intentions - Dr Dre	6550
Because I Got High - Afroman	5803
Bouncing Back - Mystikal	6642
Break Your Neck - Busta Rhymes	7209
Crazy Rap - Afroman	6772
Diddy - P Diddy	6846
Haters - So Solid Crew	6520
I'm Leavin' - Outsidaz	6556
Lovely - Bubba Sparxxx	6756
Missing You - Puff Daddy	1584
Ms Jackson - Outkast	3706
Rappers Delight - The Sugar Hill Gang	7212
Real Slim Shady - Eminem	1515
Stan - Eminem	1513
The next Episode - Dr. Dre	3676
The Way I Am - Eminem	1579
Ugly - Bubba Sparxxx	6168
Woo Haa - Busta Rhymes	8195
You Gets No Love - Faith Evans	6637

indie

Dont Look Back In Anger - Oasis	4122
Wonderwall - Oasis	4121
Parklife - Blur	1520
Get A Job - The Offspring	0405
Alwas Rain On Me - Travis	0404
Losing My Religion - REM	0217
Bitter Sweet Symphony - Verve	0164
Fly For A White Guy - Offspring	0108

club tracks

Kelly Llorenna - Tell It To My Heart	9513
Flip & Fill - Shooting Star	9505
Ian Van Dahl - Reason	8979
Paffendorf - Be Cool	8878
Starchaser - Love Will Set You Free	9285
Basement Jaxx - Get Me Off	9303
Kluster - I Feel Love	9277
Distant Soundz - Runaway	9394

R & B

Dilemma - Nelly	1780
Gangsta Lovin - Eve	10661
Hey Baby - DJ Otzi	5767
Break Your Neck - Busta Rhymes	7209
I Need A Girl - P Diddy	9746
Missing You - Puff Daddy	1584
Livin It Up - Ja Rule	6270
Crossroads - Blazin Squad	10397
Foolish - Ashanti	9302
Hot In Herre - Nelly	8972
Always On Time - Ja Rule	6548
Bootylicious - Destiny's Child	5323
Addictive - Truth Hurts	9730
The World's Greatest - R Kelly	6633
Get This Party Started - Pink	6479
Too Close - Blue	5502
U Turn - Usher	7812

boy bands

One Love - Blue	10943
Uptown Girl - Westlife	3719
No More -A1	3709
The Call - Backstreet Boys	3700
What makes a man - Westlife	3694
Long As You Love Me - Backst Boys	0273
Queen Of My Heart - Westlife	6271

Pic Messages

 Pierce 9266	 Cat 9257	 Tom 8113	 Quark 8055	 Steve 7653
 Will 9267	 Enrique 9258	 Willow 8125	 Riker 8057	 Bean 7654
 Will 9268	 Sinatra 9259	 Worf 8128	 Rom 8059	 Bono 7866
 Kylie 9269	 Holly 9260	 Jenny 8603	 Shirley 8062	 Nog 8052
 Kelly 9270	 Sid 9262	 Jessica 8874	 Shirley 8064	 Odo 8053
 Hendrix 9659	 Johnny 9263	 Hayley 8875	 Edge-U2 8112	 Picard 8054

Logos

 BITE ME 10064	 CAN'T TOUCH THIS 10065	 GET A LOOPER 10066	 GO TO HELL 10067
 KISS MY ASS 10068	 BITCH 10069	 NO SERVICE 10070	 49 MESSAGES 10119
 ANGEL 10120	 Duff 1552	 2501 2501	 DO IT YOURSELF 10123
 FREE & SINGLE 10124	 2509 2509	 10126 2505	 2505 2505
 THE END 5882	 LITTLE GREYS 2513	 2517 2521	 Happy Birthday 2832
 10132 5674	 10133 5507	 10134 10138	 3046 3046

tone & logo ORDER LINE 0907-015-2215

CHECK PHONE COMPATIBILITY BEFORE ORDERING*

* Tones: Nokia 3210 3310 3320 3330 6110 6150 6210 6250 7110 8210 8250 8310 8850 8110i 9210 Motorola V50 V66 Talkabout 181 192 Siemens ME45 M50 S45 SL45i C45 A50 Sony Ericsson T29 T39 T65 T66 T68i • Logos: Nokia 3210 3310 3320 3330 3360 3390 3395 3510 3583 3590 3595 5110 5510 6110 6130 6150 6210 6250 6310 6360 6610 7110 8210 8250 8310 8390 8810 8850 8890 8110i 9000i 9110i 9210 Sony Ericsson T20e T29 T65 T66 R520m2 & T68i Siemens ME45 S45 C45

0907 calls cost £1.50 per min. Max cost £3.

Calls from mobiles may cost more.

Callers under 16 must get permission from bill payer.

Customer support - 0871-872-9899

or write to PO Box 9107, Birmingham B7.



OFFICIAL TIPS

For must-have help on Nintendo's latest games *NOM's Official Tips* is the first and only place you need to look. We can crack them all. Nuff said!

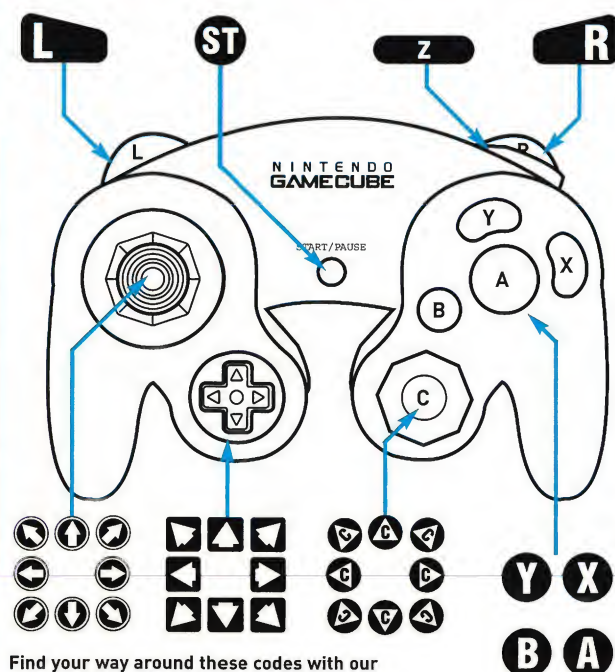
Super Monkey Ball 2
Cheeky chimp cheats **p88**

Phantasy Star Online
Rock Ragol **p89**

A Link To The Past
Happy Hyrule hunting **p89**

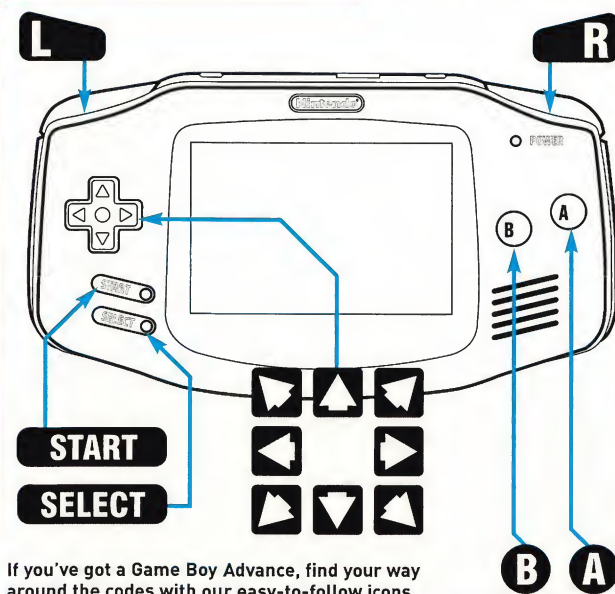
Super Mario Sunshine
Tropical tips **p90**

GAMECUBE CONTROLLER



Find your way around these codes with our easy-to-follow icons. Just press what you see!

GBA CONTROLLER



If you've got a Game Boy Advance, find your way around the codes with our easy-to-follow icons.

SUPER MONKEY BALL 2

EASIER BOWLING AND FASTER STARTS

A couple of issues ago we reviewed Aiai's second GameCube outing and loved it to bits. And now, thanks to these hints, you'll be trashing your fellow Monkey Ballers with ease.



□ Monkey Bowling is still one of the best mini-games around, but to make scoring strikes easier, choose the monkey called Baby. If you do this, the aiming arrow will slow down. What's more, if you aim for the middle pin you'll probably get a Strike because Baby doesn't spin.



□ Do the computer racers get on your tits when they blast away from the starting line and leave you sitting there like a... monkey? At the start of the countdown, hold **L**. When you hear 'Go!' press **L** and **A**. It takes practice, but do it right and you'll rocket away every time.

LOTR: THE TWO TOWERS

EXTRA EXPERIENCE POINTS AND AMMO

There's nothing Sauron wants less than to face you armed with these *Lord of the Rings* codes, because they'll both give you extra ass-whopping power against the evil hobbit-crunching scum of Middle-Earth. Plus, see our Boss Guide on p94...



□ For some exceedingly useful extra ammo all you need to do is pause the game, hold **L** and **R** and press **A**, **Y**, **Y** and **A**. If you hear the sound of a clashing sword, the cheat's been entered correctly.



□ Fancy buying up some really stunning combos with a whopping 1,000 Experience Points? If so, just pause the game, hold **L** and **R**, hit **A** and press **Y** three times. That should give you all the Orc-killing help you need.

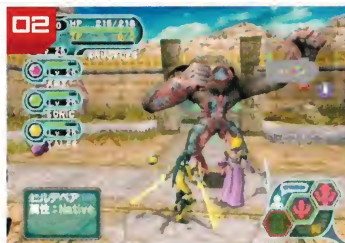
PHANTASY STAR ONLINE EPISODE I & II

CONQUER RAGOL WITH THESE TOP HINTS

Even though *The Wind Waker* is just around the corner, if you're into RPGs, the first online game for GameCube is just what the doctor ordered. To help you out in this sprawling adventure we've unearthed some real phantastic tips.



❑ To avoid getting injured by exploding Trap Mines, simply hold down **START** and you'll be able to leg it through the area unscathed.



❑ As a robot, stop in a safe place for a while – your health will rise.



❑ Stay against the wall of a room and some monsters won't attack.



❑ For a bit of fun on the Lobby screen, just hold down **X** and press **A** to create a chair that perfectly matches your suit. You can then move it with **A** and the 3D Stick or press **B** to make it vanish.

ZELDA: A LINK TO THE PAST

EXTRA SWORD POWER AND LOADS A MONEY

More *Zelda* handheld magic for you this month, because after weeks of play we've managed to unlock some new surprises.



❑ For the Hurricane Blade, win ten medals in *Four Swords*. Now head for the Death Mountain Lumberjack in *ALTP*. Answer his riddle game to be rewarded with the Blade.



❑ Having got the Master Sword, go to Hyrule Castle. Kill all the enemies and chop down every bush, then drop through the secret entrance for loads of Blue Rupees.



❑ Is that bleedin' heart meter going gah gah at you in a dungeon? Use Magic Powder on a flying Red and White Skull and it'll turn into a Fairy – grab it for a top-up.

SONIC MEGA COLLECTION

MORE TIPS FOR THE BOY IN BLUE

Take a stroll down the video games memory lane with our second batch of *Mega Collection* cheats for Sonic and his gang. If you didn't finish the games first time around, now's your chance to shine as the super-sonic spin machine.



❑ Open up the tables on *Sonic Spinball* with **A**, **Y**, **B**, **X**, **A**, **B**, **A**, **X**, **A**, **B**, **X**, **A** at Options. Hold **A** and **START** for the Lava table.



❑ ... and hold **B** and **START** for The Machine and **X** and **START** for Showdown. That's loads of pinball tables for next to no trouble at all.

❑ You can unlock all the acts on *Sonic the Hedgehog* with this cheat. Press **Y**, **Y**, **X** and **X** on the Title screen. Hear a chime and you've done it right, so press **B** and **ST** for a level.



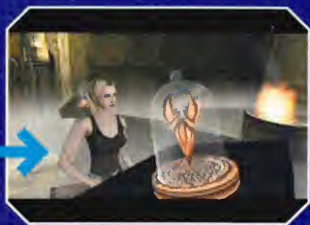


FAST TIPS

This month's tasty morsels of gaming goodness include the best horror on GameCube and some quick tips for Sonic and Aiai.

ETERNAL DARKNESS

Kill Horrors with ease by equipping yourself with a Rifle or Shotgun. Then sneak up behind them and shoot the buggers in the back.



SUPER MONKEY BALL JR.

Warp from Beginner level two to level five by turning around at the start and dropping off at the point. You'll land near another goal and off you go.



SONIC ADVANCE 2

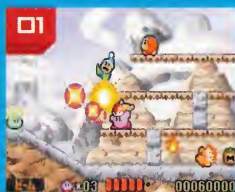
To access all of the game's many tunes and effects, just finish the adventure with every Chaos Emerald as any two of the characters.



KIRBY: NIGHTMARE IN DREAMLAND

■ UNLEASH KIRBY'S SPECIAL POWERS

Nintendo's perky pink puffball of power has returned and we've got the first help you'll find for his fabulous handheld adventure.



❑ If you've got enough time, hold down B for over five seconds.

Kirby will then make a Double Star, enabling you to take out every single enemy you come across, until the end of the screen.

02



❑ Looking for extra lives to finish off a particularly nasty end-of-level boss? If that applies to you then head into an old level and take part in previous mini-games to rack up your total number of lives. You'll get three lives if you finish first...

SUPER MARIO SUNSHINE

■ GET COINS, HIGHER JUMPS AND 1-UP MUSHROOMS HERE

It's number three in our Top 100 mag and Mario's adventure is still selling like hotcakes, so here's another tasty selection of tropical island secrets.



❑ For a Yellow Coin, use Yoshi to lick up a green bird.



❑ Get extra lives by going to the water with all the barges in the Plaza – under the water is a 1-Up Mushroom.

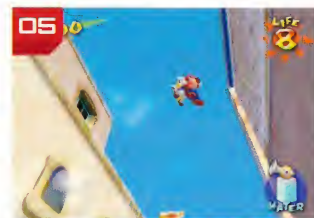
02



❑ If you're having trouble reaching an item, leap on Yoshi's back and use Mario's spinning jumps to get a little extra height.



❑ To get extra Blue Coins use the Rocket attachment and up-spray one of the bells, the large Shine and second bell.



❑ If you slip off a ledge or roof break Mario's fall with a Ground Pound and the plump plumber won't be hurt.



YOSHI'S ISLAND

■ GET EXTRA LIVES WITH JUST THREE NUMBERS

It's one of the highlights of Game Boy Advance gaming so far, but it sure is a rock-hard game to crack. Follow our hint below and it'll certainly make life easier for you.



□ This one is hard work, but if you can finish a world with a score of 777 you'll win seven extra lives for Baby Mario and Yoshi. Now go and have that Baby Bowser.

SPYRO 2: SEASON OF FLAME

■ UNLOCK LEVELS AND INFINITE LIVES

Spyro's latest GBA adventure is pretty easy going, but the wee dragon's still a huge hit on Nintendo's handheld. Anyway, should you be having trouble, check out these codes...



□ For infinite lives press **□, □, □, □, □, □, □, □** and **B** on the title screen. To open each and every World Door, just press **△, □, △, □, △, □, △, □, B** on the title screen.

LOTR: THE TWO TOWERS

■ SAVE MIDDLE-EARTH WITH THESE USEFUL TIPS

We've also got a GameCube guide for you on p94, but for those who own the GBA version, check these out...

□ Note that when Uruk-hai die they fall forward. So, when they fall back, you know they'll return to have another go. Plus, they drop items on dying.



□ For easy Orc carnage down in the Mines of Moria, attack them through the wall when you hear their screams. They'll have no chance and it makes your life much easier.

Providing Every Cheat You'll Ever Need

CHEATS

UNLIMITED

FAST ACCESS TO CHEATS & GUIDES

TOP WALKTHROUGHS PLUS OVER 10,000 CHEATS & TIPS

<ul style="list-style-type: none"> 007 Nightfire Agent Under Fire American Pro Truck Batman Vengeance Bloody Roar: Primal Fury BMX XXX Bombberman Generation Bounty Hunter: Star Wars Burnout Crash Bandicoot Die Hard: Vendetta Eighteen Wheeler Eternal Darkness FIFA 2003 Fire Blade Freestyle Godzilla: D. all Monsters Harry Potter C. of Secrets Hoodlum Havoc Hot Pursuit 2 Int. Superstar Soccer 2 J. Bond: Agent Under Fire James Bond: Nightfire Jedi Knight 2 Kelly Slater's Pro Surfer Legends of Wrestling 1&2 	<ul style="list-style-type: none"> Lord of Rings Two Towers Luigi's Mansion Magical Mirror Mario Party 4 Mario Sunshine Mat Hoffman's Pro BMX 2 Medal of Honor Frontline Metroid Prime Minority Report M.Kombat: Deadly All. Need for Speed H.Purs.2 NHL 2003 NHL Hitz 2002 Nightfire OO7 Nightfire Pikmin Rayman 3 Red Card Soccer 2003 Reign Of Fire Resident Evil 1 & Zero Robotech: Battlecry Rocket Power Bch.Bandits Rocky Rogue Leader Rune - Lost Kingdoms Sanity's Requiem 	<ul style="list-style-type: none"> Scooby Doo Simpson R. Rage Smugglers Run 2 Sonic Adventure 2 Battle Spiderman The Movie Spirit Dimensions Spy Hunter Spyro: Ent.the Dragonfly SSX Tricky Star Wars: Bounty Hunter Star Wars: Clone Wars Star Wars: J. Knight 2 Star Wars: R. Leader Starfox Adventures Super Mario Sunshine Super Monkey Ball 5 Smash Bros Melee Time Splitters 2 Tony Hawk's 3 & 4 Top Gun: Combat Zones Turak: Evolution Vendetta: Die Hard Wave Race: Blue Storm WWE Wrestlemania X8 X-Men: Next Dimension
--	---	--

CALL ME 24/7 I'VE GOT WHAT YOU NEED!

AGED 16 OR OVER, CALL THIS NUMBER NOW

09066 095 355

AGED UNDER 16, CALL THIS NUMBER

09066 095 823

CALLS TO THE ABOVE NUMBERS COST ONLY 60p PER MINUTE

NON-UK CALLERS: +44 700 590 7575

Please ensure you have permission from the bill payer before calling. Each call to the under 16's number will cost no more than £3.00, and will end at 5 minutes. Mobile phone call charges may vary. All logos and game titles are trademarks of their respective companies. Details are correct at time of going to press. Send comments or questions in writing to Interactive Telecom Ltd, 3 Grants Walk, PL25 3AA, or email custserv@cheatsunlimited.com, or call our 24hr

24hr Customer Service: (Freephone) 0800 081 6000

Q&A UK

The section of the mag where we help the struggling gamer overcome their difficulties. Write in, get printed, win prizes – it's that simple, guys! Hang on? Win cool prizes for being stuck on a game? Are we nuts, or something?

TIMESPLITTERS 2

Q In *TimeSplitters 2*'s Challenge mode, how do you do the Siberia level on Infiltration? Every time, I kill the guy by the dish another soldier comes running. How do I blow up the dish and enter the building without anyone seeing me?

Will Brereton, Essex

Did you know? The *TS2* development team features lots of the guys that created *GoldenEye 007* on N64.

A You don't have to kill everyone in this level, but those you do must be taken out with headshots. Grab the Sniper Rifle and be quick. Shoot the camera directly in front of you, then the camouflaged guard next to it. Look to the right and take out the guard walking towards the fence, then look left and shoot the second camouflaged guard through the metal steps. Now run across to the far fence and shoot the female guard.

There's another camera and a soldier, but you can leave these to save time. Now just blow the dish, unlock the door and get to the finish.

A word in your shell, like...

When using the Sniper Rifle, it's always best to aim in the general direction of your target before zooming in close. This saves a lot of time.



'Lick my boots or I'll ventilate your head' – the Russian Tourist Board are so friendly...

STAR FOX ADVENTURES

Q I am addicted to *Star Fox Adventures* on GameCube, but I'm stuck on the part when you go to the Lightfoot village in the entrance to the temple. In *NOM 125* it says to Fire Blast the Totem Pole until a snake appears. This advice is useless! I keep shooting it, but nothing happens.

Eloy Maybank, Reading

Did you know? Before the game was released, rumours were circulating that *Star Fox Adventures* would come across two discs and last 80 hours.

A Far from being totally useless, the advice to shoot the Totem until the snake appears is correct. But you can't just shoot the Pole randomly, you have to shoot each piece at the correct time to complete the picture of a snake climbing the Pole. Each piece rotates faster and faster, so it gets increasingly hard.

Another thing...

There's no quick way to complete the Test of Fear and claim the third Krazoa Spirit – you just need lightning-quick reactions. If you've got a copy of *Tony Hawk's* then practise Grinding to help you keep the meter level steady.

Poor Prince Tricky couldn't believe what Fox was about to do on the SharpClaw



ROGUE LEADER: ROGUE SQUADRON II

Q I have had *Rogue Leader: Rogue Squadron II* for ages and still haven't completed the last level where you have to protect the Millennium Falcon from being destroyed. I'm finding this really difficult, so have you got any tips on how to stop those pesky TIEs from bothering my peaceful cruise control?

James Eastcott, Wimbledon

Did you know? The Naboo Starfighter from *Star Wars Episode I: The Phantom Menace* is hidden away in the game.

A You can't let the Falcon get too far ahead of you on this one. Sit behind it and keep an eye on your radar. When the TIEs come and you see their green lasers, move to the side and slow down slightly to let them past. Don't slow right down or the Millennium Falcon will be destroyed. There are a frightening 20 TIEs to destroy in total, so get blasting and save Lando's ass.

And why not try...

Can't be bothered to find all of the cool Tech Upgrades that improve your craft throughout the game? If you're this kind of lazy sod, enter AYZB!RCL and then WRKFORIT at the Passcodes screen to unlock every single one. Hey, it's much easier than working for it.



It may look cool, but the Millennium Falcon handles like a pissed hippo on rollerskates

RESIDENT EVIL

Q I'm stuck on where to go next in *Resident Evil*. I've collected the Map, Book of Curse, Arrowhead, Ink Ribbons etc., but how the hell do you get the Armour Key for the bit with the suits of armour where the walls close in.
Andi Walker, Barnsley

Did you know? *Resident Evil* was voted best GameCube game at last year's Golden Joystick awards.

A Go to the office at the end of the U-shaped corridor on the second floor and you'll find a Dog Whistle. There's also a Memo that tells you where to use the Whistle, out on the terrace in the West Wing. Use it here and you'll alert some dogs. Kill them to get a Coin. Examine the Coin and it'll turn into an Imitation Key. You can use this to replace the Armour Key and stop the walls.

Listen up...
Crimson Heads will kill you – simple as that – they're reincarnations of zombies. When you get the kerosene and the Lighter, set fire to any zombie you've slain and it'll stay down.

NOM's Dan Payne arrives at the office for another busy day of magazine designing

WRITE IN, WIN PRIZES!

If you're stuck and need a helping hand, why not scribble your problem down and send it off to us at **NOM**. If your letter gets in the mag, we'll send you one of these fab goodies from the nice people at Gamester. You'll get a cool ProRacer steering wheel for a GameCube query, or a Flo-Light for a GBA stumper.



HARRY POTTER AND THE CHAMBER OF SECRETS

Q I'm stuck in the Forbidden Forest trying to beat that damn spider Aragog. I just can't do any damage. How do I defeat him?
Andrew Donohue, Wrexham

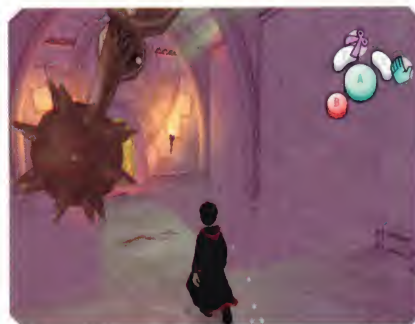
Did you know? Through consultation with mega-rich writing lady, JK Rowling, the title's makers, Eurocom, created new areas in Hogwarts.

A The evil Aragog has one major weak spot: his fat belly. So, when he rears up to attack you, hit him in the abdomen with Incendio – this should do some damage to the blighter. He's armed with several smaller spiders that he'll throw at you and will also charge around, forcing you to dodge.

Repeat the process until his guts can take no more and you'll be rewarded with a new Potion Vial.

One more thing...

Look out for all of the stupid Hogwarts students that have lost something valuable to them. Help these sorry fools to find all their missing possessions and you'll be rewarded with a key to the Confiscated Items room.



Christmas decorations in Hogwarts were a little different to those in Muggle houses



THE LORD OF THE RINGS BOSS BATTLE GUIDE

TRAMPLE TOLKIEN'S TERRORS. EASY...

Sauron's forces are taking over Middle-Earth and only you have the skills to get your ass through to Helm's Deep and stop his mighty army. Become a legend...



KNOW YOUR FELLOWSHIP

Before you go charging into swathes of Orcs and other foul denizens of Middle-Earth, you must learn the strengths and weaknesses of Aragorn, Legolas and Gimli.

These three fine fellows are the only ones you can control in the game and their different levels of skill, speed and defence could put you in mortal danger if you don't choose wisely...

ARAGORN



■ The man they called Strider is the most well balanced of the crew with decent speed and a good range of attacks. However, you can't pick off Orcs from a safe distance as his sword attacks only reach so far.

LEGOLAS



■ The son of Thranduil, Mirkwood's King of the Elves, Legolas is the quickest of the three characters and his excellent archery skills mean he can take out enemies from a safe distance. His defensive skills aren't too hot, though.

GIMLI



■ The vertically challenged son of Gloin may take ages getting his fat frame moving, but what he lacks in speed he more than makes up for in excellent defence abilities and extremely powerful axe attacks.



THE WATCHER IN THE WATER

Unfortunately the game won't allow you to personally slice off Sauron's hand in the Last Alliance battle so your first confrontation with a boss is outside the Gates of Moria.

To reach the Watcher select Aragorn or Legolas as their arrows can be shot from a distance to take out Orcs en route. Make sure you parry any flaming arrows that are shot at you, too.



■ With your partner knocked out, you're on your own. Pick up the Quiver by the rocks if you are low on ammo and inch slowly into the water.



■ When spotted by the Watcher its tentacles will go for you, so hang back, parry them and, when all three are done, go in for the kill.



■ Head back to the shore line and, as the hideous Watcher in the Water rises to the surface screaming in pain, shoot it in the chops with your arrows.



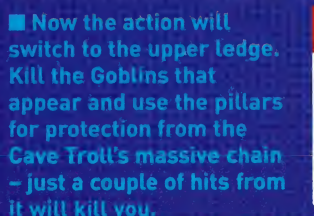
■ Four attacks should see it descending to a watery grave, but make sure to top up your arrow supply and watch out for those flailing tentacles.

THE CAVE TROLL

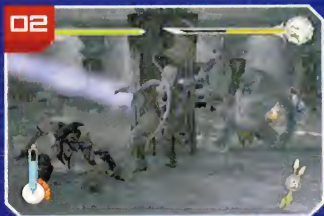
Bosses don't come much bigger or stronger in *The Two Towers* than the Cave Troll who attacks the Fellowship in Balin's Tomb. Its attack strategy comes in two parts, one on the floor of the room and the other on the higher ledge that runs along the edge of the room. Just one word of advice: keep one eye on his enormous chain and club.



■ The first part of the fight occurs around the tomb so keep dodging its attacks. When the coast is clear, hit the massive menace with all you've got – either from behind or in front.



■ Now the action will switch to the upper ledge. Kill the Goblins that appear and use the pillars for protection from the Cave Troll's massive chain – just a couple of hits from it will kill you.



■ With the pillar as cover, use your long-range attacks to take down the big fella's energy, but be ready to move along to the next pillar should the Cave Troll obliterate the one you're using.



■ A few more long-range hits should see the monstrous beast on the deck, but still keep a sharp look out for the pesky Goblins who love to sneak up behind you for a surprise attack.



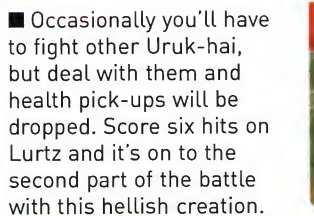
LURTZ THE URUK-HAI

This giant Uruk-hai stands in your way at the end of the battle of Amon Hen and, like the Cave Troll battle deep in the Mines of Moria, this will see you fighting in two parts.

Lurtz is an awesome warrior – a dab hand with a bow and arrow and later on his sword – but with these helpful hints he'll be going the same way as Boromir.



■ Big, ugly Lurtz kicks off his attack by firing three flaming arrows. Avoid or parry these and when he stops shooting, use this opportunity to hurl back arrows or axes to knock down his energy bar.



■ Occasionally you'll have to fight other Uruk-hai, but deal with them and health pick-ups will be dropped. Score six hits on Lurtz and it's on to the second part of the battle with this hellish creation.



■ Now Lurtz has got his sword out instead of the bow and arrow. Even though he's a fast fighter, just lure him towards one of the several ancient statues that are scattered around the stage.

■ When he attacks, his sword will get wedged in the statue, providing your only opportunity to attack. Too many attacks on a statue will cause it to collapse, so keep moving until you finish him off.





FANGORN FOREST TROLLS

Now the game moves into the realm of the second volume and film, *The Two Towers*, and begins in Fangorn Forest with Aragorn, Legolas and Gimli tracking down the hapless Merry and Pippin. Among the trees there are all manner of enemies to confront, but your main worry are the Trolls who're just as menacing as the one you slew in Balin's Tomb.



■ Remember the strategy you had to use with the Cave Troll on the floor of the tomb? Well it's pretty much the same tricks again here – except this time they've got some slightly different attack methods. Sneaky...



■ Your main aim is to wait for the Forest Troll to attack and use the moment when its guard is down to go for the kill. But the Troll has a few attacks that you must watch out for...



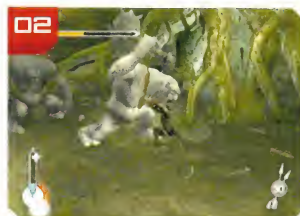
■ Should you get too close, it'll pick you up and crush you, so stay well clear. When you're standing a good distance from it, just dodge out the way of the Troll's log attack.

MORE FANGORN FOREST TROLLS

Deeper into the Forest you'll find another Troll before choosing a path to go head-to-head against a double team. These big girls block your way to the end of the level...



■ Break the vines and collect the health pick-ups before you confront the two Trolls.



■ Go at them one at a time and keep dodging as they attack with massive clubs.



■ When the club hits the ground they drop their guard, so get your attack in. Repeat until one's dead and move on to the next.

GAP OF ROHAN WARG

Not much is known about these creatures, except that they're wolf-like allies of Sauron and his evil army. You'll come face to face with a number of Wargs before you meet the boss...



■ Wargs will charge you, so parry and then use your long-range weapon to kill them.



■ This boss blocks your long-range attacks and will snatch you up if you get too close.



■ Get in the river and dodge his lunges – he'll then rise up, revealing his fat belly.



■ Stun him with a long-range attack, then get in close with combos. Retreat and repeat.



SIEGE CATAPULT AT HELM'S DEEP

You're nearly at the end of the game, but those enemy forces just keep on coming and you'll have to take them out before you can set about destroying the Siege Catapult.

Okay, we know this isn't a Troll or Warg, but it needs to be destroyed none-the-less if you're to save the beleaguered Helm's Deep from being overrun by all those evil Orcs.



■ This level is just like Balin's Tomb as you'll be confronted by wave after wave of Orc and Goblin scum. Carve 'em up.



■ Use combos to do the most damage and get to the Catapult fast. Don't forget to mess up the face of this Troll on the way.

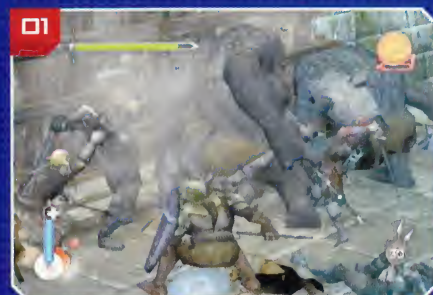


■ Destroy the three panels – one on the left, one on the right and one on the front – and dodge any bombs that come your way.

MORE CAVE TROLLS

Now the end of the game is moments away, but first you've got to kill two huge Cave Trolls who've arrived just in time for a pasting. Yes, there are even more of them to contend with!

For a final boss battle it doesn't offer much challenge and as you've come this far you'll have no trouble ridding the courtyard of these two monsters. Still having trouble? Here's how to do it...



■ As before you'll have to begin by dodging their attacks, but make sure you just deal with them one at a time.



■ When one Troll is open, slice him up with one of your combos. Get out of the way as his club smashes down and repeat.



■ Look out for the health pick-ups that are dropped and repeat the process with the second Troll. Nice and easy...

SPOILER WARNING

'AVE THAT SAURON

■ With the death of the final enormous Cave Troll, the game is completed and Helm's Deep is saved from complete and utter destruction by the forces of darkness. But worry not, *LOTR* fans, there are only a few more months to wait before you can pick up your bow and arrows and do it all again in the final instalment, *The Return of the King*...



MORTAL KOMBAT DEADLY ALLIANCE

BEGINNER'S GUIDE

Even if you kick ass at past *Mortal Kombat* games, the new fighting systems in *Deadly Alliance* could have your fingers in twists. So if you've just got a copy of this top fighting game, follow our Beginner's Guide for a few basic tactics and some bad-ass moves.

ATTENTION ALL BUTTON BASHERS!

The first time you play a fighting game, there's only one thing to do – mash buttons. It can take days before you figure out any real tactical methods.

Even memorising a few moves is useless without some sort of strategy, so here are a few pointers to get you scrapping like a shaolin monk in no time.

LESSON ONE: MOVE YOUR BODY



■ You should never stand still. Really. A moving target is harder to hit, so hold **○** to sidestep as your opponent comes in for the kill. This will also help you to parry any surprising projectiles or long-range attacks from your rival.

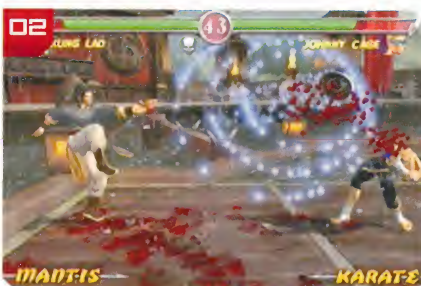


■ When you're smacked into the air, a skilled opponent will follow up as you hit the deck. Get into the habit of pushing **○** before you even land, to roll sideways along the floor, dodging any possible attacks.

LESSON TWO: STRATEGIC ATTACK



■ Charging in with a flurry of different attacks won't work against a *Kombat* veteran. Therefore it's best to attack straight after blocking an incoming strike.



■ Characters take a while to resume a defensive stance after projectile attacks, take advantage of this by striking your enemy before he recovers.



■ Impalements look cool, but successful hits are near impossible. However, if you sidestep a projectile attack, you'll have the time. Otherwise, we don't recommend it.



SHANG TSUNG



Profile

- ★ Status: Sorcerer
- ★ Alignment: Evil
- ★ Weight: 210 lbs
- ★ Height: 5' 11"
- ★ Styles: Snake, Crane
- ★ Weapon: Straight Sword

Special Moves



- 3D FIREBALL (NEAR): Back, forward + B
- 3D FIREBALL (FAR): Forward, back + B



- STRAIGHT FIREBALL: Down, back + B
- SOUL STEAL: Down, back + A

FATALITY:

SOUL STEAL: Up, down, up, down, Y
CRANE STYLE COMBO: A, A, A, B, B, B, A + X

BO RAI CHO



Profile

- ★ Status: Trainer
- ★ Alignment: Good
- ★ Weight: 375 lbs
- ★ Height: 5' 10"
- ★ Styles: Drunken Fist, Mi Zong
- ★ Weapon: Jojutsu

Special Moves



- FLIP FLOP: Down, back + B
- GROUND STOMP: Forward, back + A



- BELLY BASH: Forward, forward + X
- PUKE PUDDLE: Back, forward + Y

FATALITY:

BELLY FLOP: Back, back, back, down + X
DRUNKEN FIST COMBO: Y, Y, B, B, L, Y, up + X

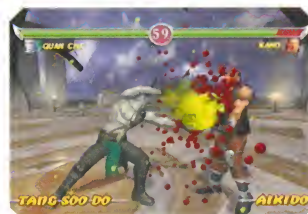
QUAN CHI



Profile

- ★ Status: Sorcerer
- ★ Alignment: Evil
- ★ Weight: Unknown
- ★ Height: Unknown
- ★ Styles: Tang Soo Do, Escrima
- ★ Weapon: Broadswords

Special Moves



- SKULL FIREBALL: Down, back + B



- RISING STAR: Back, down + X

FATALITY:

NECK STRETCHER: Back, back, forward, back + A
TANG SOO DO COMBO: B, B, Y, A, L, X, L

LI MEI



Profile

- ★ Status: Student
- ★ Alignment: Good
- ★ Weight: 120 lbs
- ★ Height: 5' 11"
- ★ Styles: Baji Quan, Lui He Ba Fa
- ★ Weapon: Sais

Special Moves



- FLYING FISTS: Forward, forward + Y
- KARTWHEEL: Down, back + X



- KLOCK KICK: Forward, down + A
- SPARKLER: Down, back + B

FATALITY:

SUPER CRUSH KICK: Forward, forward, down, forward, X
BAJI QUAN COMBO: X, X, L, back + B, L



SCORPION



Profile

- ★ Status: Ninja Spectre
- ★ Alignment: Neutral
- ★ Weight: 210 lbs
- ★ Height: 6' 2"
- ★ Styles: Pi Gua, Hapkido
- ★ Weapon: Ninja Sword

Special Moves



- **SPEAR:** Back forward, **B**.
- **SUMMON HELLFIRE:** Down, back, **Y**.



- **BACKFLIP KICK:** Forward, back, **A**.

FATALITY:

- SPEAR HEAD:** Back, back, down, back, **X**.
- HAPKIDO COMBO:** **Y, Y, L, Y, L, B, B, A**.

SONYA BLADE



Profile

- ★ Status: Special Forces
- ★ Alignment: Good
- ★ Weight: 140 lbs
- ★ Height: 5' 9"
- ★ Styles: Kenpo, Tae Kwan Do
- ★ Weapon: Kali Sticks

Special Moves



- **KISS OF DEATH:** Down, back + **B**.



- **FLY KICK:** Forward, forward + **A**.

FATALITY:

- KISS OF DEATH:** Back, forward, forward, down, **Y**.
- KENPO COMBO:** **B, B, L, X, L**.

KENSHI



Profile

- ★ Status: Swordsman
- ★ Alignment: Unknown
- ★ Weight: 165 lbs
- ★ Height: 6' 11"
- ★ Styles: Tai Chi, San Shou
- ★ Weapon: Katana

Special Moves



- **TELEKINETIC SLAM:** Back, down, back + **B**.
- **TELEKINETIC TOSS:** Down, back + **X**.

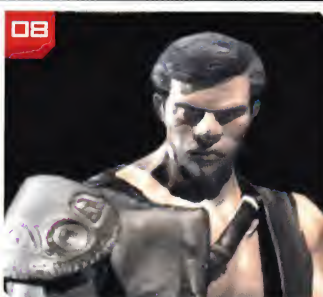


- **TELEKINETIC PUSH:** Forward, forward + **Y**.

FATALITY:

- TELEKINETIC CRUSH:** Forward, back, forward, down, **A**.
- TAI CHI COMBO:** **Y, Y, Y, L, B, back + A**.

MAVADO



Profile

- ★ Status: Red Dragon
- ★ Alignment: Evil
- ★ Weight: 175 lbs
- ★ Height: 5' 9"
- ★ Styles: Long Fist, Wing Chun
- ★ Weapon: Hookswords

Special Moves



- **GRAPPLING HOOK STRIKE:** Forward, forward + **A**.



- **EVADING HOOK STRIKE:** Down, up + **Y**.

FATALITY:

- KICK THRUST:** Back, back, up, up, **B**.
- WING CHUN COMBO:** **B, Y, X, L, X, back + Y**.



JONNY CAGE

09



Profile

- ★ Status: Movie Star
- ★ Alignment: Good
- ★ Weight: 190 lbs
- ★ Height: 6' 0"
- ★ Styles: Jeet Kune Do, Karate
- ★ Weapon: Nunchaku

Special Moves



- **FORCEBALL:**
Down, back, **B**
- **JONNY UPPERCUT:**
Back + **Z**



- **SHADOW KICK:**
Back, forward, **X**

FATALITY:

- BRAIN RIPPER:** Back, forward, forward, down, **Y**
- JEET KUNE DO COMBO:** **Y, Y, A, A**, back + **X**

SUB ZERO

10



Profile

- ★ Status: Grand Master
- ★ Alignment: Good
- ★ Weight: 210 lbs
- ★ Height: 6' 2"
- ★ Styles: Shotokan, Dragon
- ★ Weapon: Kori Blade

Special Moves



- **FREEZE:**
Down, forward + **B**
- **ICE SHAKER:**
Down, back, down + **Y**



- **COLD SHOULDER:**
Back, forward + **X**

FATALITY:

- SKELETON RIP:** Back, forward, forward, down, **A**
- SHOTOKAN COMBO:** **B, Y, X, L**, **Y**, up + **X**

KANO

11



Profile

- ★ Status: Mercenary
- ★ Alignment: Evil
- ★ Weight: 200 lbs
- ★ Height: 5' 10"
- ★ Styles: Xing Yi, Aikido
- ★ Weapon: Butterfly Swords

Special Moves



- **CANNONBALL:**
Back, forward + **B**



- **EYE LASER:**
Forward, forward + **Y**

FATALITY:

- OPEN HEART SURGERY:** Forward, up, up, down, **B**
- AIKIDO COMBO:** **X, X, A, L**, back + **Y**

KUNG LAO

12



Profile

- ★ Status: Shaolin Monk
- ★ Alignment: Good
- ★ Weight: 175 lbs
- ★ Height: 5' 10"
- ★ Styles: Mantis, Shaolin Fist
- ★ Weapon: Broadsword

Special Moves



- **HAT THROW:**
Back, forward + **B**

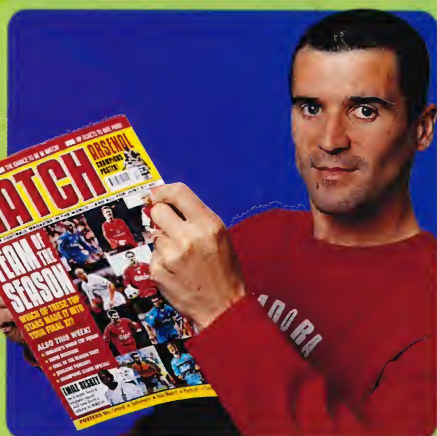


- **WHIRLWIND KICKS:**
Down, back + **X**

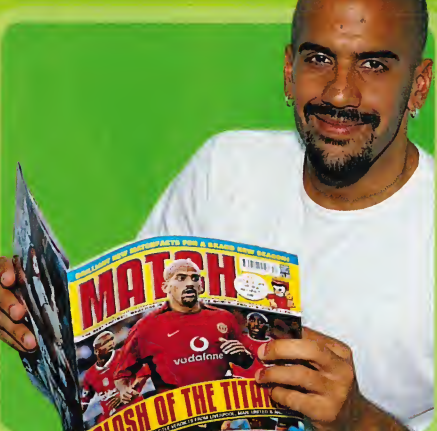
FATALITY:

- SPLITTING HEADACHE:** Down, up, back, **A**
- MANTIS COMBO:** **B, B, B, L**, **X, X**, forward + **Y**

THE UK'S BIGGEST-SELLING FOOTBALL MAGAZINE!



MATCH



WHAT DO THE TOP STARS DO EVERY TUESDAY?
RUSH OUT AND BUY **MATCH** OF COURSE!



NEW
AND
REVISED

Nintendo®

OFFICIAL MAGAZINE

TNT BUYER'S GUIDE

NEARLY A YEAR ON FROM THE LAUNCH OF TNT WE'VE HAD A SPRING CLEAN RATINGS-RETHINK AND KICKED A FEW MORE TITLES INTO THE BIN.



TNT: GOLD – 10/10
Gaming perfection



TNT: MUST BUY – 9/10
Almost perfect

8 HIGHLY RECOMMENDED
7 GOOD
6 AVERAGE
5 COULD BE FLAWED

4 POOR
3 DIRE
2 DISASTROUS
1 A DISGRACE

ATV2



■ 1-2 Players ■ Issue 126
■ Memory / 27 Blocks

Our Verdict Bringing all the mud and excitement of quad racing to GameCube, *ATV2* is all about getting dirty in Career, Freestyle and multiplayer modes. Talk about mud-flaps, this game's got 'em.

Price
£39.99

8

www.acclaimuk.com



DR. MUTO



■ 1 Player ■ Issue 127
■ Memory / 3 Blocks

Our Verdict Smarter and more polished than most platformers, *Dr. Muto* is one to grab if you've finished *Super Mario Sunshine* and *Rayman 3*. The morphing powers add variety and there's plenty of humour, too.

Price
£39.99

8

www.midway.com



BEACH SPIKERS



■ 1-4 Players ■ Issue 121
■ Memory / 3 Blocks

Our Verdict One of the finest multiplayer sports games to grace a GameCube, this beach volleyball game is easy to learn and stars lovely ladies in bikinis. One-player mode has its limitations, though.

Price
£39.99

8

www.sega.com



EGGO MANIA



■ 1-2 Players ■ Issue 121
■ Memory / 3 Blocks

Our Verdict Kind of like *Tetris* in reverse, this block-building game relies on addictive puzzle action as you try and beat your egg buddy to the rescue ship at the top of the screen. A good price, too.

Price
£29.99

8

www.kemco-europe.com



BLOODY ROAR EXTREME



■ 1-2 Players ■ Issue 116
■ Memory / 3 Blocks

Our Verdict Mutant fighters go one-on-one in this beat-'em-up. Choose from 16 fighters who have the power to morph into a lion, rabbit and even a bat. A tough fighter with great replay value.

Price
£44.99

8

www.activision.com



ETERNAL DARKNESS: SANITY'S REQUIEM



■ 1 Player ■ Issue 122
■ Memory / 8 Blocks

Our Verdict A truly unique and original game with a great script, cut-scenes and the innovative Sanity system, *Eternal Darkness* will leave you spooked, stumped and speechless.

Price
£44.99

9

www.nintendo.co.uk



BURNOUT



■ 1-2 Players ■ Issue 116
■ Memory / 4 Blocks

Our Verdict Acclaim's street racer is still a regular in the *NOM* office and with its mix of ramped-up arcade gameplay, pin-sharp graphics and incredible speed, you'll be burning out for months.

Price
£39.99

8

www.acclaimuk.com



EXTREME G-3



■ 1-4 Players ■ Issue 117
■ Memory / 3 Blocks

Our Verdict Putting the series back on track, the third instalment has a wicked turn of speed and some mental tracks. With no slowdown in multiplayer, speed freaks would be wise to take a look.

Price
£39.99

8

www.acclaimuk.com



SEVEN HEAVEN

LOADS OF PEOPLE THINK A 7/10 RATING MEANS THAT A GAME ISN'T GOOD ENOUGH TO BUY – WELL THINK AGAIN, 'COS ALL OF THESE ARE GREAT IN THEIR OWN SPECIAL WAY...

ACE GOLF



■ 1-4 Players ■ Issue 123 ■ Memory / 5 Blocks
■ Price £39.99 ■ www.eidosinteractive.co.uk

Our Verdict This may have all the hallmarks of a cute and cuddly game, but the golf action offers more than enough of a challenge to satisfy even die-hard golfing fanatics. Get swinging!

7



BOMBERMAN GENERATIONS



■ 1-4 Players ■ Issue 123 ■ Memory / 3 Blocks
■ Price £39.99 ■ www.vugames.co.uk

Our Verdict The one-player adventure is slow paced and badly designed, but if you're a fan of the *Bomberman* series this instalment is worth picking up for the frantic multiplayer mode alone.

7



AGGRESSIVE INLINE



■ 1-2 Players ■ Issue 121 ■ Memory / 57 Blocks
■ Price £39.99 ■ www.eidosinteractive.co.uk

Our Verdict More extreme sports tomfoolery glides onto GameCube in this inline skating sim. It's worth a look for its original challenges and levels, but it nearly takes up a whole Memory Card 59!

7



CAPCOM VS. SNK 2 EO



■ 1-2 Players ■ Issue 120 ■ Memory / 2 Blocks
■ Price £39.99 ■ www.capcom.com

Our Verdict Those with fond memories of the golden days of 2D fighting will lap this up, but more fickle modern gamers may find a powerful yearning for a third dimension in which to kick ass.

7





FIFA 2003



■ 1-4 Players ■ Issue 122
■ Memory / 52 Blocks

■ **Our Verdict** After the awful 2002 FIFA World Cup, we were expecting the worst, but FIFA 2003 is anything but relegation material. Great graphics and playability make this a serious title contender.

Price
£39.99



www.uk.ea.com



LUIGI'S MANSION



■ 1 Player ■ Issue 116
■ Memory / 3 Blocks

■ **Our Verdict** Mario's younger, lankier brother steals the limelight in a game that shows you exactly what GameCube can do. Catch ghosts and save Mazza in a classic that's a little too short for some.

Price
£19.99



www.nintendo.co.uk



GODZILLA DAMM



■ 1-4 Players ■ Issue 125
■ Memory / 2 Blocks

■ **Our Verdict** One of the best beat-'em-ups on GameCube, *Godzilla DAMM* is packed to the irradiated gills with behemoth B-Movie violence and features all your favourites from the movie series.

Price
£39.99



www.godzilladamm.com



MADDEN NFL 2003



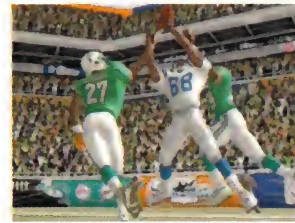
■ 1-2 Players ■ Issue 121
■ Memory / 59 Blocks

■ **Our Verdict** American football won't suit everyone, but if you're a fan this is one of the best Madden titles in ages. Exciting mini-games and a 30-season Franchise mode make it Superbowl material.

Price
£39.99



www.uk.ea.com



ISS 2



■ 1-4 Players ■ Issue 116
■ Memory / 5 Blocks

■ **Our Verdict** Once a firm football favourite at *NOM*, *ISS 2* is dead easy to pick up and looks better than ever. Shooting is very sensitive and you'll have to build up your play to get an opening.

Price
£39.99



www.konami-europe.com



MARIO PARTY 4



■ 1-4 Players ■ Issue 123
■ Memory / 2 Blocks

■ **Our Verdict** All your favourite Nintendo characters put in an appearance in this wacky and competitive title, making *Mario Party 4* one of the most appealing titles on GameCube.

Price
£39.99



www.nintendo.co.uk



JAMES BOND 007 NIGHTFIRE



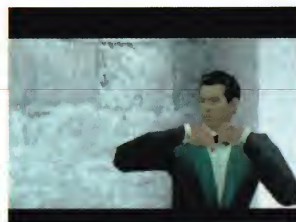
■ 1-4 Players ■ Issue 124
■ Memory / 2 Blocks

■ **Our Verdict** James Bond's second GameCube outing is rip-roaring stuff and only misses out on an Almost Perfect rating due to a disappointing multiplayer option and a lack of *Bond* humour.

Price
£44.99



www.uk.ea.com



MAT HOFFMAN'S PRO BMX 2



■ 1-8 Players ■ Issue 123
■ Memory / 18 Blocks

■ **Our Verdict** *Pro BMX 2* is a solid title and well worth the purchase, but it's neither as polished, nor as innovative as *Tony Hawk's Pro Skater 4*. Extreme sports fans will like it, but not as much as *Tony*.

Price
£39.99



www.activision02.com



DIE HARD VENDETTA



■ 1 Player ■ Issue 123 ■ Memory / 6 Blocks
■ Price £39.99 ■ www.foxinteractive.com

■ **Our Verdict** This is a clever blend of action and stealth with an involving story line. But the lack of a multiplayer option is annoying and the bad language and violence mean it's not one for kids.



DISNEY SPORTS FOOTBALL



■ 1-4 Players ■ Issue 123 ■ Memory / 15 Blocks
■ Price £39.99 ■ www.konami-europe.com

■ **Our Verdict** A fine football game for the whole family, *Disney Sports Football* has excellent A.I. and comical animation. It's best played in multiplayer mode, so get some mates around for a giggle.

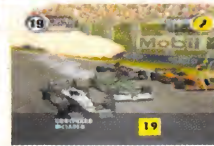


F1 2002



■ 1-4 Players ■ Issue 123 ■ Memory / 5 Blocks
■ Price £39.99 ■ www.uk.ea.com

■ **Our Verdict** Coulthard and Co. bring the F1 world to life, giving race fans an authentic-looking game. Those less patient will hate the load times and cars that tend to spin and get damaged far too easily.



HARRY POTTER AND THE CHAMBER OF SECRETS



■ 1 Player ■ Issue 124 ■ Memory / 4 Blocks
■ Price £44.99 ■ www.harrypotter.ea.com

■ **Our Verdict** If you're in love with all things *Potter*, *The Chamber of Secrets* will have you spellbound – for a while. Harry's second adventure also has some of the finest visuals on GameCube.



FREEKYLE



■ 1-4 Players ■ Issue 121 ■ Memory / 2 Blocks
■ Price £39.99 ■ www.uk.ea.com

■ **Our Verdict** From the studio behind *SSX Tricky* comes this dirt bike trick fest. There's a huge array of bikes and riders, and the track designs make this exceptional, but it's also a very unforgiving ride.

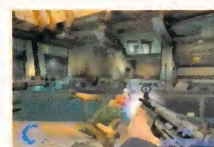


JAMES BOND 007 IN... AGENT UNDER FIRE



■ 1-4 Players ■ Issue 118 ■ Memory / 3 Blocks
■ Price £44.99 ■ www.uk.ea.com

■ **Our Verdict** It's not quite as classy as *GoldenEye 007* and it doesn't offer much challenge to veterans, but it stays true to the *Bond* name and the mix of driving and shooting makes it well worth a look.





TNT: GOLD - 10/10
Gaming perfection



TNT: MUST BUY - 9/10
Almost perfect

B HIGHLY RECOMMENDED
7 GOOD
B AVERAGE
S COULD BE FLAWED

4 POOR
3 DIRE
2 DISASTROUS
1 A DISGRACE

MEDAL OF HONOR FRONTLINE



■ 1-4 Players ■ Issue 123
■ Memory / 4 Blocks

■ **Our Verdict** An excellent and atmospheric attempt at bringing the horror of WWII to GameCube. *Medal of Honor Frontline* is only let down by its hit-and-miss aiming, which might frustrate you at times.

Price
£44.99

B

www.uk.ea.com



MORTAL KOMBAT: DEADLY ALLIANCE



■ 1-2 Players ■ Issue 125
■ Memory / 1 Block

■ **Our Verdict** *Mortal Kombat* is back to its bloody best in this gruesome gore-fest. New fighters and moves, slick graphics and over 600 secrets to unlock make this a dream for *MK* fans.

Price
£39.99

B

www.midway.com



METROID PRIME



■ 1 Player ■ Issue 127
■ Memory / 1 Block

■ **Our Verdict** Samus rolls onto GameCube and into one of the finest games of all time. Oozing class right from the outset, the quality doesn't slip one iota and it'll take you at least 40 hours to finish. Class.

Price
£39.99

10

www.nintendo.co.uk



PHANTASY STAR ONLINE



■ 1-4 Players ■ Issue 127
■ Memory / 28 Blocks

■ **Our Verdict** The single-player and split-screen games are limited, but the online quest is a dream – if you can afford it. There's a real sense of community as you join in the quest with worldwide gamers.

Price
£39.99

B

www.sega.com



PIKMIN



■ 1 Player ■ Issue 118
■ Memory / 4 Blocks

■ **Our Verdict** Shigeru Miyamoto has done it again with a puzzle-solving strategy game featuring cuddly *Pikmin*. Totally mad, but a gem to play. *Pikmin* misses a top score as it's just too short.

Price
£19.99

B

www.nintendo.co.uk



NBA COURTSIDE 2002



■ 1-4 Players ■ Issue 117
■ Memory / 7 Blocks

■ **Our Verdict** It may not be every GameCube owner's sport of choice, but this basketball sim features incredible A.I. and a mint passing system. It's just a shame that only fans of the sport need apply.

Price
£39.99

B

www.nintendo.co.uk



RAYMAN 3: HOODLUM HAVOC



■ 1-4 Players (with GBA) ■ Issue 126
■ Memory / 8 Blocks

■ **Our Verdict** France's top platform-hopping hero makes his GameCube debut in an adventure that's fun and freaky. With top-class graphics and sound, and innovative GBA connectivity this is essential.

Price
£39.99

B

www.rayman3.com/uk



LOTR: THE TWO TOWERS



■ 1 Player ■ Issue 127 ■ Memory / 4 Blocks
■ Price £39.99 ■ www.uk.ea.com

■ **Our Verdict** Mixing hack-'em-up hokum with lashings of movie polish, EA has brought the films to life with stunning FMV and massive rucks – but it's too linear, too short and too hard on your thumbs.

7



LOST KINGDOMS



■ 1-2 Players ■ Issue 119 ■ Memory / 2 Blocks
■ Price £39.99 ■ www.activision.com

■ **Our Verdict** Formally known as *Rune* in Japan, this exclusive GameCube RPG will leave you obsessively collecting cards for some great monster battles. Worth a look if you're an RPG nut.

7



NHL HITZ 20-03



■ 1-4 Players ■ Issue 122 ■ Memory / 8 Blocks
■ Price £39.99 ■ www.midway.com

■ **Our Verdict** Emerging just six months after its predecessor, *NHL Hitz 20-03* is not much more than a solid evolution of *NHL Hitz 20-02*. Don't expect much more than a fun-for-a-while arcade game.

7



NFL 2K3



■ 1-4 Players ■ Issue 127 ■ Memory / 56 Blocks
■ Price £39.99 ■ www.sega.com

■ **Our Verdict** Despite lacking the tutorials, depth and mini-games of *Madden*, this is a solid title with great presentation, detail and bone-jarring action. However, new comers may find it daunting.

7



NBA 2K3



■ 1-4 Players ■ Issue 127 ■ Memory / 52 Blocks
■ Price £39.99 ■ www.sega.com

■ **Our Verdict** *NBA 2K3* features great graphics, presentation and a full roster of teams and modes, but it's not as playable as *NBA Courtside* and you'll plod along while the opposition run rings around you.

7



PAC-MAN WORLD 2



■ 1 Player ■ Issue 126 ■ Memory / 16 Blocks
■ Price £39.99 ■ www.pacmanworld2.com

■ **Our Verdict** Simple games are sometimes the best and *Pac-Man World 2* proves this with a basic-but-addictive challenge. You'll be driven to get a 100 per cent rating and unlock classic *Pac-Man* games.

7





RED CARD



■ 1-2 Players ■ Issue 119
■ Memory / 12 Blocks

■ **Our Verdict** Just what *NHL Hitz* is to ice hockey, *Red Card* is to football. Crunching tackles and fast-flowing action make this a change to the usual realism of *FIFA* and *ISS 2*. Great two-player mode, too.

Price
£39.99



www.midway.com



SEGA SOCCER SLAM



■ 1-4 Players ■ Issue 122
■ Memory / 5 Blocks

■ **Our Verdict** They call it soccer, we call it football, but *Sega Soccer Slam* is something completely new. And that makes it a breath of fresh air, with an emphasis on gruesome tackles and mate-bashing fun.

Price
£39.99



www.sega.com



RESIDENT EVIL



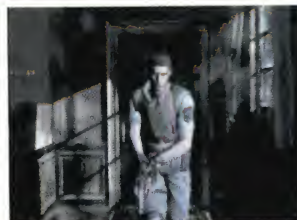
■ 1 Player ■ Issue 120
■ Memory / 8 Blocks

■ **Our Verdict** Amazing to look at and packed with skin-crawling scares to make grown-ups scream and wet themselves, *Resident Evil* is one of the top horror games to buy for your GameCube.

Price
£44.99



www.capcom.com



SMUGGLER'S RUN: WARZONES



■ 1-4 Players ■ Issue 122
■ Memory / 6 Blocks

■ **Our Verdict** There's nothing else like *Smuggler's Run: Warzones* on GameCube, and while the one-player mode might be a little slow and repetitive, the multiplayer game is a total riot.

Price
£39.99



www.rockstargames.com



RESIDENT EVIL ZERO



■ 1 Player ■ Issue 126
■ Memory / 9 Blocks

■ **Our Verdict** A spine-chilling visual treat, *Zero* has all the ingredients of a top survival horror game, but it's let down by that clunky control system. However, *Resi* fans will still love it to bits.

Price
£39.99



www.capcom.com



SONIC MEGA COLLECTION



■ 1-2 Players ■ Issue 127
■ Memory / 2 Blocks

■ **Our Verdict** Retro-heads and small-mammal fans rejoice – Sonic's greatest 16-bit adventures are here. The games are still fun, but a couple of bad apples stop this from being a Must Buy title.

Price
£39.99



www.sega.com



ROCKY



■ 1-16 Players ■ Issue 123
■ Memory / 2 Blocks

■ **Our Verdict** *Rocky* is the boxing game on GameCube. Guide droopy-eyed Sly through the epic punch-ups featured in the five movies, fighting Apollo Creed, Clubber Lang and Ivan Drago along the way.

Price
£39.99



www.rockythegame.com



STAR FOX ADVENTURES



■ 1 Player ■ Issue 123
■ Memory / 3 Blocks

■ **Our Verdict** He took his time, but now Fox is back and fighting evil on Dinosaur Planet, sweeping you along with his beautiful and mesmerising quest. The only trouble is it's not long enough.

Price
£44.99



www.nintendo.co.uk



RALLY CHAMPIONSHIP



■ 1-4 Players ■ Issue 126 ■ Memory / 6 Blocks
■ Price £29.99 ■ www.sci.co.uk

■ **Our Verdict** With an emphasis on simulation, this was never going to be an easy ride, but stick with it and you'll be in for a thrilling drive. The bargain price is great, but this is one for serious race fans only.

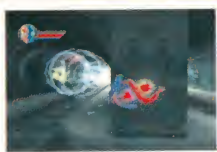


SPIDER-MAN



■ 1 Player ■ Issue 118 ■ Memory / 2 Blocks
■ Price £39.99 ■ www.activision.com

■ **Our Verdict** The awesome film turns out to be an average game thanks to iffy controls and poor camera angles that make it difficult to play. Still, there's a variety of levels and some top bosses.



SPYHUNTER



■ 1-4 Players ■ Issue 117 ■ Memory / 2 Blocks
■ Price £39.99 ■ www.midway.com

■ **Our Verdict** The name may be 20 years old, but this fast-paced blaster is still fun. Graphically, it would have looked at home on the N64, but the weapons are superb and the two-player is a cracker.



SSX TRICKY



■ 1-2 Players ■ Issue 118 ■ Memory / 5 Blocks
■ Price £39.99 ■ www.uk.ea.com

■ **Our Verdict** EA BIG gets its first taste of GameCube in a massive snowboard sim that's full of mad tricks. But it does suffer slowdown at busy times and later courses are too cluttered.



STAR WARS BOUNTY HUNTER



■ 1 Player ■ Issue 125 ■ Memory / 2 Blocks
■ Price £39.99 ■ www.lucasarts.com

■ **Our Verdict** Yet another *Star Wars* title hits GameCube, this time following the galaxy's greatest bounty hunter, *Episode II's* Jango Fett. This game is full of jetpack fun and gun-toting action.

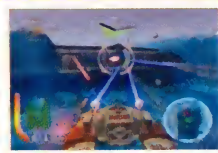


STAR WARS THE CLONE WARS



■ 1-4 Players ■ Issue 123 ■ Memory / 3 Blocks
■ Price £39.99 ■ www.lucasarts.com

■ **Our Verdict** What first appears to be a mindless blaster, soon turns into an absorbing shooter with bonus objectives and lasting appeal – basically a slightly inferior version of *Rogue Squadron II*.





TNT: GOLD - 10/10
Gaming perfection



TNT: MUST BUY - 9/10
Almost perfect

8 HIGHLY RECOMMENDED
7 GOOD
6 AVERAGE
5 COULD BE FLAWED

4 POOR
3 DIRE
2 DISASTROUS
1 A DISGRACE

SUPER MARIO SUNSHINE



■ 1 Player ■ Issue 121
■ Memory / 7 Blocks



Price
£39.99



■ **Our Verdict** One of video games' greatest icons returns in Shigeru Miyamoto's masterpiece. Lead Mario across Isle Delfino, clearing up the island's graffiti with his FLUDD contraption.

www.nintendo.co.uk



TIGER WOODS PGA TOUR 2003



■ 1-4 Players ■ Issue 124
■ Memory / 32 Blocks

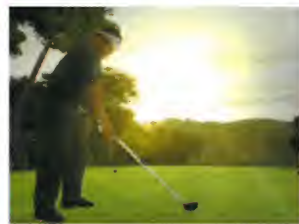


Price
£39.99



■ **Our Verdict** The best golf game on GameCube, this misses out on greatness due to the lack of a comprehensive Tour mode. But the graphics are stunning and the control system is top-class.

www.uk.ea.com



SUPER MONKEY BALL



■ 1-4 Players ■ Issue 116
■ Memory / 3 Blocks



Price
£39.99



■ **Our Verdict** Highly original and packed with arcade fun. Sega's new heroes are a blast. Simple to play and nectar in multiplayer, it doesn't quite hit the top spot due to a lack of one-player replay value. A classic.

www.sega.com



TIMESPLITTERS 2



■ 1-4 Players ■ Issue 122
■ Memory / 2 Blocks



Price
£44.99



■ **Our Verdict** Travel through time and space, righting the wrongs perpetrated by those pesky TimeSplitters in this top First Person Shooter. The multiplayer is right up there with *GoldenEye 007*.

www.eidosinteractive.co.uk



SUPER MONKEY BALL 2



■ 1-4 Players ■ Issue 126
■ Memory / 2 Blocks



Price
£39.99



■ **Our Verdict** Get set for more monkey magic in that rarest of all titles, a sequel that comes close to the original. Despite some levels that are based more on luck than judgement, *SMB2* is still fur-bulous.

www.sega.com



TONY HAWK'S PRO SKATER 3



■ 1-2 Players ■ Issue 116
■ Memory / 6-8 Blocks



Price
£39.99



■ **Our Verdict** The best just got better. This is a totally awesome extreme sports game that's addictive and very hard to master. It'll keep you coming back for just one more go.

www.activision02.com



SUPER SMASH BROS. MELEE



■ 1-4 Players ■ Issue 117
■ Memory / 3 Blocks



Price
£19.99



■ **Our Verdict** The sequel to the N64 best seller, this fighter sees you battling an all-star cast from classic Nintendo games across some great locations including *F-Zero's* Mute City and *Zelda's* Termina. Superb!

www.nintendo.co.uk



SUMMONER: A GODDESS REBORN



■ 1 Player ■ Issue 127 ■ Memory / 19 Blocks

■ Price £39.99 ■ www.thq.com



■ **Our Verdict** With over 30 hours of absorbing gameplay, *Summoner* should satisfy all you RPG fans for a bit. But dull combat and bland locations mean that it'll never be a swords and sorcery classic.



WORMS BLAST



■ 1-2 Players ■ Issue 117 ■ Memory / 3 Blocks

■ Price £39.99 ■ www.team17.com



■ **Our Verdict** Those crazy Worms star in a brain-mashing puzzler that's easy on the eye, but a beast to perfect. Taking the best from games like *Bust-A-Move*, 60 puzzles await and the later ones are nasty.



ZOOCUBE



■ 1-4 Players ■ Issue 120 ■ Memory / 2 Blocks

■ Price £39.99 ■ www.acclaimuk.com



■ **Our Verdict** At just under £40 there isn't enough variety at this price and it would have looked at home on the N64. Saying that, *ZooCube's* simple enough to pick up and it isn't just another sequel.



FIVE GREAT GBA PLATFORMERS

Want to know what GBA platformers you'd be mad to miss? Take a look below – we'll bet you won't be disappointed...

1

SUPER MARIO ADVANCE 3

■ 1 Player ■ £29.99 ■ Issue 123



■ **Our Verdict** One of, if not the best platformer of all time is now on GBA. A huge, funny, highly original, must-have game.



2

SUPER MARIO ADVANCE 2

■ 1-4 Players ■ £29.99 ■ Issue 115



■ **Our Verdict** It's been years since this was released on the Super NES and now it's on GBA. Link-up for Mario Bros. battles, too.



3

CRASH BANDICOOT XS

■ 1 Player ■ £29.99 ■ Issue 116



■ **Our Verdict** Easy to pick up and impossible to put down, Sony's answer to Sonic is like having all your birthdays at once.



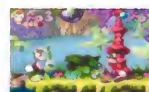
4

RAYMAN ADVANCE

■ 1-4 Players ■ £29.99 ■ Issue 106



■ **Our Verdict** *Rayman Advance* offers a rewarding adventure that's intensely playable and nothing short of gorgeous.



5

SONIC ADVANCE 2

■ 1-4 Players ■ £29.99 ■ Issue 127



■ **Our Verdict** Sonic is back and spinning into one of his greatest adventures yet. Grab the blue bullet right now!





TONY HAWK'S PRO SKATER 4



■ 1-2 Players ■ Issue 123
■ Memory / 7 Blocks



Price
£39.99



■ **Our Verdict** Tony 4 takes all that's great about the series and adds more freedom, tricks and fun. With so many challenges and mini-games you'll still be playing this when Tony 5 turns up.

www.activision02.com



WAVE RACE BLUE STORM



■ 1-4 Players ■ Issue 118
■ Memory / 12 Blocks



Price
£39.99



■ **Our Verdict** No other title has water effects like those in *Blue Storm* and with highly tuned computer A.I., the single-player mode is very tough to beat. Give it a go, you won't be disappointed.

www.nintendo.co.uk



TNT WANNABEES

THEY ALL WANTED TO BE A TOP NINTENDO TITLE. BUT THEY DIDN'T QUITE MAKE IT

Driving/Racing

- 18 Wheeler [117]
- Cel Damage [116]
- Crazy Taxi [116]
- Driven [116]
- Hot Wheels Velocity X [125]
- Micro Machines [126]
- Need For Speed Hot Pursuit 2 [122]
- Pro Rally [122]
- The Simpsons Road Rage [117]
- Wreckless: The Yakuza Missions [124]



Sports

- 2002 FIFA World Cup [118]
- Big Air Freestyle [123]
- BMX XXX [124]
- Dave Mirra Freestyle BMX 2 [116]
- Dark Summit [117]
- ESPN International Winter Sports 2002 [117]
- Evolution Snowboarding [127]
- Evolution Skateboarding [126]
- Jeremy McGrath Supercross World [118]
- Kelly Slater's Pro Surfer [121]
- Knockout Kings 2003 [123]
- Legends of Wrestling [117]
- Legends of Wrestling II [125]
- MX Superfly [121]
- NBA Live 2003 [123]
- NHL Hitz 20-02 [116]
- NHL 2003 [121]
- Pro Tennis WTA Tour [122]
- Rocket Power Beach Bandits [123]
- Virtua Striker 3 Ver. 2002 [118]
- WWE Wrestlemania X8 [122]



Action adventure

- Batman Vengeance [116]
- Blood Omen 2 [125]
- Casper: Spirit Dimensions [126]
- Disney's Magical Mirror Starring Mickey Mouse [121]
- Doshin The Giant [122]
- Gauntlet Dark Legacy [121]
- Ghost Recon [127]
- Men in Black II: Alien Escape [127]
- Minority Report [125]
- Mystic Heroes [123]
- Reign of Fire [124]
- Robotech Battlecry [125]
- Scooby-Doo! Night of 100 Frights [123]
- Universal Studios Theme Parks Adventure [116]

Platformers

- Crash Bandicoot [123]
- Disney's Tarzan Freeride [116]
- Donald Duck Quack Attack [117]
- Shrek: Extra Large [126]
- Sonic Adventure 2 Battle [116]
- Spyro: Enter the Dragonfly [124]
- Taz Wanted [122]
- Ty The Tasmanian Tiger [123]



Shoot-'em-ups

- Defender [127]
- Fireblade [125]
- Top Gun Combat Zones [121]
- Turok Evolution [122]

Party games

- Mary-Kate and Ashley: Sweet 16 Licensed to Drive [126]
- Monsters, Inc. Scream Arena [127]

Puzzle games

- Super Bubble Pop [127]
- Tetris Worlds [122]

Beat-'em-ups

- Barbarian [121]
- UFC Throwdown [121]
- X-Men Next Dimension [125]

FREE
3 ISSUES

Get one of these
subscriptions or I'll hunt
you down like a dog!

OFFER 01 - 3 FREE ISSUES

Pay only £7.85 every three months by
Direct Debit and we'll give you 12
issues for the price of 9.



CODE: FM01/F2E

OFFER 02 - 2 FREE ISSUES

If instalments don't appeal, pay up
front and get 12 issues for £35.00 –
that's 12 issues for the price of 10.



CODE: FM01/F2F

WHAT YOU GET WHEN YOU SUBSCRIBE

- Every issue delivered free to your door, normally *before* it goes on sale in the shops.
- Exclusive FREE gift every month, including exclusive Nintendo GameCube merchandise.

- Be the first to get the inside knowledge on all the latest Nintendo GameCube and Game Boy Advance news, reviews and previews.
- Never miss another issue!

LO-CALL 0845 601 1617

You can set up a Direct Debit over the phone – just have your bank account and sort code details ready.



ALREADY SUBSCRIBING TO NOM?

You're in charge! Just tell us which issue to start with and we'll do everything else...

FOUR WAYS TO ORDER



phone

0845 601 1617



post

Emap Magazines
FREEPOST (EDO 3995)
Leicester, LE87 4AZ



click

www.emapmagazines.co.uk/computers.shtml



fax

01858 468 969
(24 hours)

A subscription to **NOM** makes a great gift for anyone who loves GameCube and Game Boy Advance. So if you've got a birthday coming up in your family, why not try a **NOM** subscription? Alternatively, give the form to your Mum or Dad and you won't have to bother going to the shops to buy **NOM**!

SUBSCRIPTIONS ORDER FORM

☒ Place your completed order (photocopy acceptable) with payment in an envelope and send to our FREEPOST address (no stamp needed):
Emap Magazines, FREEPOST (EDO 3995), Leicester, LE87 4AZ

☐ Yes, I'd like to order 12 issues of *Nintendo Official Magazine*

FM01

☐ I'd like to extend my subscription to *Nintendo Official Magazine*

My subscription number is (if known) 0000

YOUR DETAILS

Mr/Mrs/Miss/Ms ☐ Initial ☐ Surname

Address

Postcode

Tel. No (inc. STD code)

E-mail

OFFER 01

☐ I'd like to pay £7.85 by Direct Debit every three months

F2E

Instruction to your bank/building society to pay by direct debit

Account in the name of



Name of bank/building society

Address

Postcode

Account no Sort code

Please pay Emap Consumer Magazines Ltd direct debit from the account detailed in the instruction subject to the safeguards of the Direct Debit Guarantee. The Direct Debit Guarantee: If the amount to be paid by direct debit changes you will be told of this in advance by at least 10 days. If an error is made by Emap Consumer Magazines or your bank/building society, you are guaranteed a full and immediate refund from your branch. You can cancel a direct debit at any time by writing to your bank/building society and sending a copy to us.

Signature Date

OFFER 02

☐ I'd like to pay £35.00 by Cheque/Switch/Credit Card

F2F

PAYMENT DETAILS

☐ I enclose a cheque for £..... made payable to: **Emap Active**

OR ☐ Please debit £..... from my...

Please tick one



Card Number

Switch/Delta only

Issue number

Expiry Date

Valid from

Signature

Date

■ Closing date 15 May 2003. Offers are limited to the UK only and cannot be used in conjunction with other offers. Overseas prices available by calling 00 (+44) 1858 438 828.

Emap Active may contact you about other offers, or pass your name, address or e-mail to other reputable companies whose products and services may be of interest to you. Please tick this box ☐ if you DO NOT wish to receive such offers or mention when calling. Calls may be monitored for staff training purposes.

Order lines open 8am-9.30pm (Mon-Fri), 8am-4pm (Sat).
Your call will be charged at local rate. UK orders only.

Quoting reference: FM01

IT'S SO VIEWTIFUL!



Nintendo

OFFICIAL MAGAZINE

PREPARE TO BE DAZZLED AS WE BECOME ACTION MOVIE HEROES IN THE FIRST PLAY OF CAPCOM'S LATEST GAMECUBE BEAT-'EM-UP *VIEWTIFUL JOE*. AND IT'S ONLY IN THE UK'S BIGGEST AND BEST-SELLING NINTENDO MAGAZINE OUT 16 MAY, PRICED £3.50

WATCH THE SOUND OF MUSIC

KISS



KERRANG!
LIFE IS LOUD



Q



E D X



MUSIC TELEVISION CONTROLLED BY YOU, 24/7.



ON SKY DIGITAL, TELEWEST BROADBAND & NTL:HOME



THE LEGEND OF ZELDA: MAJORA'S MASK

■ Release 2000 ■ By Nintendo

After *Ocarina of Time* went down as one of the best games ever, much was expected from *Majora's Mask* – and it didn't disappoint.

This time around, Link's bold heroism saw him on a mission to save Clocktown from being crushed by the moon, which was being pulled down by an evil force generated by Majora's Mask. The innovative aspect of this game centred around having to play on a three-day time limit. At the end of the third day, Link would need to use his Ocarina to warp back in time before the moon crashed down. You needed to complete entire dungeons and other side quests within these three days or you'd lose it all when you warp and have to start over.

The question is, is it better than *Ocarina of Time*? We still can't decide, but the time-warping aspect of *Majora's Mask*, along with Link's ability to change into a Deku, a Goron or a Zora by wearing special Masks, makes this a worthy contender. A totally unforgettable classic. We love you, Link!

5 THINGS YOU MAY NOT KNOW

01 During the early development of *Majora's Mask*, it was referred to as *Zelda Gaiden*.

02 The game is called *Mask of Mujula* in Japan, which was changed for its US and European releases.

03 Larger environments and sharper graphics made it necessary to have an Expansion Pak for *Majora's Mask*.

04 Using the Zora Mask, for the first time Link can swim into deep waters.

05 There are a total of 24 Masks in *Majora's Mask*, including the super-cool musical Circus Leader's Mask.

THE FINAL BATTLE



>> Without the Fierce Deity Mask, beating Majora's Mask is tough. But Link slaps on his new face and becomes white Link!



>> The evil Mask makes its entry into the battle arena and Link opens up a can of whup-ass, slashing away with his sword.



>> After a few nasty cuts he sprouts arms and legs. But with the power of the Fierce Deity Mask, Link will surely thrash him.



>> Majora's Mask evolves again for one last try, but Link puts foot to butt and quickly slaps the dirty Mask down to size.

King Cat

Call us on: 020 8972 9494

email: info@kingcat.co.uk

open: Mon/Fri 10-6

Send any payments or letters to:

King Cat, PO Box 770a, Surbiton KT7 0WL



Get your brochure by calling 0906

557 5551

or texting: text4 kingcat brochure,

with your name & address to this

number **89080**

POKEMON
Pokemon Ruby
Pokemon
Sapphire

YU-GI-OH!
Eternal Duelist
Dungeon Dice
Monster
Duelist of the Roses

DRAGON BALL Z & GT
Final Bout
Ultimate Battle 22
Budoakai
Legacy of Goku
Collectable Card Game
Legendary Super Warriors

DIGIMON
Digimon Battle Spirits
Digimon World 3

Zelda Link to the Past
Zelda Wind Waker
Hamtaro Hams Hams
Unite!

Game Boy Advance SP

FREELoader
Play all import games on your GameCube! Wait no more to play the latest releases simply put the Freeloader in your Cube then play away.

Red Faction II
Ikagura
X2 Woverines
Revenge
Def Jam: Vendetta
and more...

DRAGON BALL Z/GT
Theme Decks:
Cell Saga Villain, Trunks
Saga Hero, Trunks Saga
Villain
Boosters:
Android Saga, Cell Saga,
Freiza Saga, Trunks
Saga, Saiyan Saga.

ACTION KITS
Piccolo, Tien,
Gohan, Future
Trunks, SS

BANDAI AND IRWIN ACTION FIGURES
Too many to list so
call or ask for
brochure.

T-SHIRTS
Lots more online.

VIDEOS & DVD'S
Babidi Saga,
Fusion Saga,
Saiyan Saga,
Ginyu Saga,
Trunks Saga, Kid
Buu Saga, Android
Saga, World Tournament
and more...
MOVIES
Super Android 13!, History
of Trunks, Worlds
Strongest, Tree of Might,
Lord Slug, Coolers Revenge, Return of
Cooler, Mystical Adventure, Trunks'
Mysterious Youth, Dead Zone and more...

ESCAFLOWNE Collectors Edition DVD Set

SAILORMOON
Action Figures,
DVD's, Posters, Watches, Trading
Cards, School Bags and
more...

CARDCAPTORS

Keychains, Books, Videos, Pencil Sets, T-shirts
call for more

PUCCA
Girls T-Shirts, Bags, accessories check online
for more @ **PUCCASTORE.COM**

DRAGON BALL Z

Watches, Posters,
Books, Mugs, Tumblers,
Books, Alarm Clocks and
more...

www.kingcat.co.uk

Dial-a-Prize

Dial-a-Prize

Dial-a-Prize

0906 577 5551

& Win, Win, Win!!!

Universal
PS2 & Games GameCube



0906 577 5552

& Win, Win, Win!!!



£200 worth
of Anime Goodies!
Yugioh, DBZ,
you decide!



Text to Win!!!

you can now win these great prizes
by texting us.

Just enter: **TEXT4 KINGCAT**
along with the letter next to the
prize.

Then send it to: **89080**

eg: **TEXT4 KINGCAT A JOHN**

Calls to Dial-a-Prize cost £1.50 per minute, calls last average 2 minutes. Calls from mobiles may vary. Ask bill payer permission before calling.
SMS messaging cost £1.50 plus your networks charge for sending the text. For info on rules and winners write to: King Cat PO BOX 770A Surbiton KT7 0WL
* The choice of computer and phones will vary. We shall give winners the latest specification at the time of prize draw.

Feel free to stare,
ladies.



Pocket size

Rechargeable battery

Screenlight